

Alex Maggio

IOS DEVELOPER

Buenos Aires, Argentina

+54 911 54682539 | alexgerman@gmail.com | alexmaggio | alexgermanmaggio

Proficiencies

Programming Languages	Objective-C, Swift, C++, C, Visual Basic, Apple Script, Assembler, Bash, Haskell, Pascal.
Databases	Microsoft SQL, SQLite.
Tools	Git, SVN, Jira, Unity3D, Cocoapods, Swift Package Manager, .NET Compact Framework.
Languages	Spanish (native), English (Advanced).
Technologies	Web Services, UIKit, SwiftUI, JSON, XML.

Experience

I've been developing iOS mobile applications for more than 10 years. Since 2015 I've been working in Swift, before that I worked in Objective-C and C++. During this period, I worked in all kind of projects from games to applications, in small and medium teams (any number from 1 to 10 developers) and varying client sizes usually located in the US. Outside mobile development, I worked in Visual Basic, C, Unity3D and Visual Basic for Applications.

Self Employed

Buenos Aires, Argentina

IOS DEVELOPER

2013 - Ongoing

- Developed multiple apps (some from scratch) requested by colleagues and clients.

Altruas

Buenos Aires, Argentina

STAFF IOS ENGINEER

June 2023 - September 2023

- Hired to take a finalize project related to surveying building roofs.
- Implemented a synchronization layer enabling sharing data between multiple clients.

Blue Trail Software

Buenos Aires, Argentina

IOS LEAD DEVELOPER

February 2021 - May 2023

- Maintained and developed new features for an IoT related app.
- Created a foundation project to use in one client library of apps. The focus of this was to be able to reuse functionalities we already implemented.
- Created an app to detect driver drowsiness using ARKit and a proof of concept using MLKit.

Phinx Labs

Buenos Aires, Argentina

IOS DEVELOPER

August 2020 - February 2021

- Worked on the migration from React Native to Native of one client's crypto currency app.

Blue Trail Software

Buenos Aires, Argentina

MANAGER

October 2019 - May 2020

- Managed Buenos Aires office.
- Involved in recruiting and retaining people for different teams.

Blue Trail Software

Buenos Aires, Argentina

IOS LEAD ENGINEER

July. 2018 - May 2020

- Maintained and developed new features for a workforce management app. Managed a team of 4.
- Maintained and developed new features for a white label banking app.

Blue Trail Software

Buenos Aires, Argentina

SR. IOS ENGINEER

Nov. 2017 - July. 2018

- Development for several clients, industries ranging from financial to health and fitness.
- Worked on the proposal and formalization of processes related to CI and the creation of a components library, to be used in all future projects.

Globant

Buenos Aires, Argentina

SR. IOS ENGINEER

Aug. 2017 - Nov. 2017

- Developed the native version of the previous hybrid app.

Overactive Inc.

SR. IOS ENGINEER

Buenos Aires, Argentina & Montevideo, Uruguay

Jul. 2016 - Jul. 2017

- Developed apps for a health insurance company and a payment processor in Central America.

Tradehelm Inc.

SR. IOS ENGINEER

Buenos Aires, Argentina

Mar. 2016 - Jul. 2016

- Maintenance of the main product for a client in US' financial sector.
- Developed a VR application using Unity3D for an expo.

VMBC Labs

SR. IOS ENGINEER

Buenos Aires, Argentina

Mar. 2014 - Mar. 2016

- Implementation of new features for different apps.
- Design and implementation of prototypes for new functionalities.

Etermax

SR. IOS ENGINEER

Buenos Aires, Argentina

Sep. 2012 - Mar. 2014

- Games and internal tools development, using Objective-C

SGN

SSR. IOS DEVELOPER

Buenos Aires, Argentina

Jan. 2012 - Sep. 2012

- Game development using C++ and Objective-C.

Band of Coders

SR. SOFTWARE ENGINEER

Buenos Aires, Argentina

May 2010 - Dec. 2011

- Development using C# and Unity3D.
- Game development.

Appliware (Electrodinámica S.A.)

SOFTWARE DEVELOPER

Buenos Aires & Neuquen, Argentina

Feb. 2006 - Apr. 2010

- Development using Visual Basic, VBA and C++.
- Developed a document organization system.
- Developed a tool enabling business analysts to create full systems without programming skills.
- Designed and implemented a plugin module to notify users about status of automated installations.

Education

Facultad de Ciencias Exactas y Naturales (Universidad de Buenos Aires)

B.S. IN COMPUTER SCIENCE (UNFINISHED DEGREE 3/4 COMPLETE.)

Buenos Aires, Argentina

Mar. 2000 - Mar. 2006

Extracurricular Activity

School Computer Science, Mathematics & Logic Regional Competition

Team

MEMBER

Buenos Aires, Argentina

1994 - 1997

- Participated in local and regional tournaments.

Centro Cultural Osvaldo Bayer

TEACHER

Buenos Aires, Argentina

2001 - 2003

- Coached and taught computing, physics and mathematics in a low income neighborhood.

Annex Projects Highlights

This section includes a brief description of each project's most important points I worked on as a mobile developer.

Mantis as Staff iOS Engineer @ Altruas

Link to the AppStore Not published at the moment.

- Implemented a synchronization layer enabling sharing data between multiple clients.

Technologies used: Swift 5, UIKit, REST services, SQLite

Latham Measurement as iOS Lead Developer @ Blue Trail Software

Link to the AppStore Not published at the moment.

- Created the application from scratch using SwiftUI to interact with a piece of specially designed hardware in order to control the movement of a laser and calculate measurements.

Technologies used: Swift 5, SwiftUI, REST services

CSC Go as iOS Lead Developer @ Blue Trail Software

Link to the AppStore <https://apps.apple.com/us/app/csc-go/id1552572916>

- Implemented new functionalities including feature flags that allowed the company to adjust settings on the fly.
- Added Adyen as a payment processor.

Technologies used: Swift 5, REST services, Stripe and Adyen

Blockfi as iOS Developer @ Phinx Labs

Link to the AppStore <https://apps.apple.com/us/app/blockfi/id1506274532>

- Rewrote the React Native app using Swift and UIKit.

Technologies used: Swift 5, REST services, Firebase

Neuquén Capital as iOS Developer @ freelance

Link to the AppStore <https://apps.apple.com/us/app/id1530959570>

- Created the application from scratch using UIKit to provide information for citizens during the pandemic.

Technologies used: Swift 5, UIKit, REST services

Legion Mobile as iOS Developer @ Blue Trail Software

Link to the AppStore <https://itunes.apple.com/us/app/legion-workforce-engagement/id1176397649?mt=8>

- Maintained the app and implemented multiple features including a redesign of the home screen to match the web, the ability to request and cancel time off for employees.
- Implemented multi language support.
- As the most senior member of the team, I was tasked with performing code reviews, and decide much of the architecture for new features

Technologies used: Swift 3, 4 and migration to 5, REST services, Realm, Firebase

Sharetec as iOS Developer @ Blue Trail Software

Link to the AppStore <https://apps.apple.com/us/app/sharetec-mobile-2-0/id1476859726>

- Started from scratch an app for mobile banking. Defined architecture and design patterns for the app.
- Provided a flexible customization process that allowed the app to be a white label product.

Technologies used: Swift 3, 4 and 5, REST services, Firebase, Biometrics

Fitly as iOS Developer @ Blue Trail Software

Link to the AppStore <https://itunes.apple.com/us/app/smartplate-by-fitly/id1171397735?mt=8>

- Maintained the app and implemented a feature that allowed users to mark foods and meals as favorites.
- Integrated a Bluetooth peripheral with the app.
- Integrated Fitbit interaction. Fitbit provided information about sleep / calories burnt, and that was factored into the calculations regarding your diet.

Technologies used: Swift 3 and 4, REST services, CoreBluetooth, Fitbit API

MMM Members App as iOS Developer @ Overactive Inc.

Link to the AppStore <http://appstore.com/mmmholdingsinc/mmm>

- Built new app from scratch.
- Focused on the networking layer implementation.
- Support for font scaling based on user system preferences.

Technologies used: Swift 2, OAuth, REST services, Biometrics.

Paypocket as iOS Developer @ Overactive Inc.

Not published at the moment.

- Built new app from scratch.
- Added support for EMV cards, updated SDKs.

Technologies used: Swift 3, REST services, IDTech SDK and hardware, EMV and MSR cards readers.

CME Group Mobile App as iOS Developer @ Tradehelm Inc.

Link to the AppStore <https://appstore.com/cmegroupinc/cmegroumobile>

- Integration with the Apple Watch.

Technologies used: Objective-C

CME Group VR as iOS Developer @ Tradehelm Inc.

Link to the AppStore <https://appstore.com/cmegroupinc/cmegroupvr>

- Built the application using Unity3D to enable using the same code to publish an iOS and Android version.
- Integration with Google Cardboard.

Technologies used: Unity3D, C#, iTunes application creation and first submit processes.

Futures Institute as iOS Developer @ Tradehelm Inc.

No longer available.

- Migrated functionality to CME Group Mobile App.

Technologies used: Swift 1, iTunes application deletion process.

AMC Theaters as iOS Developer @ VMBC Labs

Link to the AppStore <https://itunes.apple.com/us/app/amc-theatres/id509199715>

- Implemented a caching system.
- Refactored legacy code.
- Developed prototypes like detecting movies based on the trailer audio, integration with Apple Wallet and iBeacons.
- Integrated several SSO solutions using different social network platforms.
- Revamped the whole analytics module in order to improved the data generated by users interaction with the app.

Technologies used: Objective-C, iBeacons, AR, Facebook SDK, Twitter SDK, HockeyApp, Google Analytics.

Payless ShoeStore as iOS Developer @ VMBC Labs

No longer available.

- Built the application from scratch.
- Integrated several social networks SDK into the app.
- Added loyalty coupons support into Apple Wallet.
- Added iBeacons support.

Technologies used: Objective-C, iBeacons, Facebook SDK, Twitter SDK.

AworDED as iOS Developer @ Etermax

Link to the AppStore <https://itunes.apple.com/us/app/aworDED-crack-apalabrados/id441092257>

- Implemented a caching system and a local database with SQLite.
- Updated the UI when we moved away from skeuomorphism (the style used prior to iOS 7)
- Added several languages to the game, like Swedish and Turkish and Russian.
- Integrated several ads frameworks.
- Implemented functionality in an app with ten thousand daily users.

Technologies used: Objective-C, UIKit.

WordCrack as iOS Developer @ Etermax

Link to the AppStore <https://itunes.apple.com/us/app/word-crack-free/id566593443>

Practically the same as AworDED since I was assigned to both projects, which shared a common base that provided functionality that was used in almost all games by the company.

Technologies used: Objective-C, UIKit.

BingoCrack as iOS Developer @ Etermax

Link to the AppStore <https://itunes.apple.com/us/app/word-crack-free/id566593443>

- Implementation of WebSockets.

Technologies used: Objective-C, UIKit.

TriviaCrack as iOS Developer @ Etermax

Link to the AppStore <https://appstore.com/etermax/triviacrack>

- Most of my work implemented in AworDED and WordCrack was used as base for this project.
- Implemented the ability to provide new "skins" for the application. Most UI components had their styling defined in runtime.

Technologies used: Objective-C, UIKit.

Jumpimals! as iOS Developer @ SGN / Engenus

Link to the AppStore <https://itunes.apple.com/us/app/jumpimals/id490113990>

- Converted an iPhone application into a universal application.

Technologies used: Objective-C, UIKit.

Jewels of the Amazon as iOS Developer @ SGN / Engenus

Link to the AppStore <https://itunes.apple.com/us/app/jewels-of-the-amazon/id522595020>

- Built app from scratch.
- First full project in iOS where I was the only developer.
- Implemented A/B testing.
- Created a tool so level designers could create levels and update the configuration effortlessly.

Technologies used: Objective-C, Cocos2D, OpenGL, the level design tool was made in .NET, XML and JSON.