

Ricardo Ruiz López. Senior iOS Software Engineer based in London, UK.

Portfolio and blog: <http://www.ricardoruizlopez.com/>
LinkedIn: <https://es.linkedin.com/in/ricardoruizlopez/en>
GitHub: <https://github.com/Ricardo1980>
Phone Number: +44 7843 139659
Email: ricardo_ruiz_lopez@yahoo.es

Summary

I am an iOS software engineer, developing apps **since 2008**. I have created various apps including games, social networks, and interactive books for global clients, achieving high customer satisfaction. I like to use conventions, design patterns, and clean code. I create quality software by paying attention to detail. I'm interested in the latest software engineering trends.

Strong Skills

Swift, SwiftUI, Code Reviews, Unit Testing, Continuous Integration, Clean Code.

Employment History / Work Experience

(October 2023 – June 2025) – Indeed Flex - iOS Contractor – London/UK

Built new features and fixed bugs in the Indeed Flex app, a jobs marketplace. Added geofencing to reduce clock-in fraud by 20%. Helped develop a chatbot that cut support intervention by 15%.

(November 2021 – August 2023) - Banked - iOS Contractor – London/UK

I worked part-time (3 days per month) until April 2023, and then transitioned to full-time. Created and maintained an iOS framework for payments, along with several small apps.

(February 2023 – April 2023) – Glint Pay - iOS Contractor – London/UK

Assisted this fintech company, which focuses on buying and selling gold, just before the release of a new version written entirely in SwiftUI 3.0, adding new features and fixing bugs.

(November 2021 – December 2022) - NOTONTHEHIGHSTREET - iOS Contractor – London/UK

Creating a graphical toolkit for the main app using SwiftUI 2.0. Adding new features to the main app using custom UI components and Combine. All components and features snapshot tested (using pointfreeco library) and unit tested using XCTest.

(August 2020 – November 2021) – Sky Group – Senior iOS Developer – London/UK

Working in the Core Video Team creating a multi-proposition framework for different clients, like Peacock in the US and NOW in the UK. Fixing bugs related to playback/HLS protocol. Adding support for Conviva V4 (analytics) using Kotlin Multiplatform. Adding UI automation tests, testing the main features, like advert policies (for CSAI and SSAI) and playback controls, using real assets and mocks.

(May 2020 – July 2020) - FuturePlatforms - iOS Contractor – London/UK

Maintaining Domino's Pizza app.

(January 2020 – March 2020) - Beautystack - iOS Contractor – London/UK

Development of the entire on-boarding flow from scratch. Using SnapKit for UI. For the networking layer, the code was generated automatically using an OpenAPI specification file.

(November 2018 – November 2019) – Verv – iOS Contractor – London/UK

Development of an app that uses an IoT device. Used RxSwift and advanced networking with TCP tunnels and WebSockets, highly customised user interface, and more.

(May 2018 – November 2018) – SafeToNet – iOS Contractor – London/UK

Created a split tunnel using NETunnelProvider to block domains (Using Swift and C) and setting up the entire Continuous Integration system using Fastlane/Jenkins.

(2015 – May 2018) – LifeWorks – iOS Developer – London/UK

Responsible for large refactorings like adding the Coordinator pattern and new features like the News Feed using the latest techniques/tools to achieve high quality (see my portfolio for details).

(2012 – 2015) – Ideup/WifiActiva – iOS Developer – Madrid/Spain

Projects worked on, among others:

- British Airways/Iberia: apps suite and SDK development.
- We2 apps: iOS Lead developer. Setting up the development workflow.

(2011 – 2012) – ProtecMobile – iOS Developer – Madrid/Spain

Projects worked on - among others:

-iWasThere: iPhone photography social network. Backend using Amazon S3, SimpleDB, and EC2.
-Playivities: Game for children using Cocos2d.
-Improvements on Orbyt project (newspaper reader) such as background downloads, auto-renewable subscriptions, push notifications, statistics, and more.

(2007 – 2009) – DEGESTEC – General Developer – Valencia/Spain

Gambling game industry. Projects:

-Roulette: Development of an embedded system in C++ to control an actual roulette (through the serial port) connected to several video games using a LAN.
-Slot Machine: Creating the logic of a slot machine video game using C++/Delphi.
-Game Server. Multi-threading server created using Java and MySQL.

(2000 – 2002) – IMH – Valencia/Spain

Part-time position. Computers and network maintenance in a cybercafé and the development of a control software using Visual Basic and Delphi.

Personal Projects

(2019 – 2023) – PrinceBox – iOS and AWS Backend Developer

App development using SnapKit and AWS frameworks, using different AWS technologies: Amplify, AppSync (GraphQL), CloudFormation, Aurora Serverless, Pinpoint, Lambda, Cognito, and S3.

(2014 – 2019) – Share WiFi – iOS/Android Developer and Project Manager

Leading apps development with a front-end developer and a designer. Used as a master thesis.

(2015) – Bible Master – iOS/Android Developer

Creation of 2 apps: My first Android app and my first iOS app written in Swift.

(2014) – Lucas Attack – iOS Developer and Project Manager

A game created for children using SpriteBuilder.

(2011) – WordLayer – iOS Developer and Project Manager

A game for learning languages. I carried out the requirements specification, and server data model.

(2010) – Super Fashion Puzzle – iOS Developer and Project Manager

Development of an iPhone game.

(2009) – Spanking the Donkey – iOS Developer and Project Manager

My first iPhone app. Created using C++ and OpenGL in Xcode.

Independent Contractor – Madrid/Spain

(2012 – 2015) – Senior iOS Developer and Project Manager

Projects among others:

-Echobox (Israel): Social network.
-Climate (USA): Children's game created using SpriteBuilder.
-Bear Games (USA): Children's game created using CocosBuilder.
-Match App (Holland): A love compatibility calculator.
-Delegation Dashboard (USA): A task manager.
-Island Dogs (USA): Children's game created using Cocos2D.
-Simply Cooking (Russia): Recipes app.
-Tap-Track (USA): General purpose tracking app using Core Plot.

Education and Qualifications

(2009 – 2010) – Universidad Politécnica de Valencia – Post Graduate Degree

Post Graduate Degree (90 ECTS) in Software Engineering, Formal Methods, and Information Systems. Distinction in "Advanced Debugging Techniques" module. Master's thesis with distinction (September 2014): "Development of the app Share WiFi and its infrastructure" using the BaaS Parse.

(2009 – 2010) – Universitat Oberta de Catalunya – Graduate Degree

Graduate degree (30 ECTS) in "Games Design and Programming".

(2006 – 2007) – Chalmers University of Technology, Gothenburg, Sweden – Master Thesis

Master Thesis carried out as an Erasmus scholarship. A C++ application to load and visualize COLLADA files in real-time using OpenGL and MFC.

(2001 – 2007) – Universidad Politécnica de Valencia – Master of Science in Computer Science.

Specialization in Robotics and Graphics Programming.