

Santiago Bustamante García

Senior iOS Engineer

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PROFILE

I'm an engineer with several years of experience developing native iOS applications. I like working in an startup-style environment with a dynamic team all around the world. I had the opportunity to lead teams, working as an architect to achieve top quality apps. I have participated in multiple projects which gave me great experience personally and professionally working both by myself and in a team.

WORK EXPERIENCE

Senior iOS Engineer

Dynatrace

Barcelona, Spain

Nov 2023 - Present

- iOS team member
- Contribute to the app architecture definition
- Increase framework stability by adding unit and integration test
- Working pair-to-pair with android team to achieve same features with same acceptance criteria

Senior iOS Engineer

Stocktwits

New York, USA

Jan 2023 - Nov 2023

- iOS team member
- New features developer
- Release features to increase company revenue
- Contributed to the app architecture definition
- Guide and mentor devs on their career path

Mobile Team Lead

Globant

Bogotá,

Colombia

Mar 2021 - Dec 2022

- Mobile Technical and Team Lead
- Supervising and Managing mobile dev team
- Guide and mentor devs on their career path
- Define and estimate mobile sprints according with the project road map
- Coordinate deploys to store and CI/DC configuration
- Solve requirements and client priorities about project

Mobile Director

MedAnswers

Los Angeles, California,

USA

Oct 2018 - Mar 2021

- iOS team leader
- Android developer
- Setup and maintain CI/CD for testing and store releases, handling 2 different app targets and reducing possible human error
- Reduced deploys time by 30% on the CI/CD
- iOS onboarding security enhanced by implementing phone verification
- Increased iOS app stability by a 60%, decreasing bugs and crash reports
- Android developer for marketing needs(analytics, deeplink, ads)

Lead iOS Developer

Barista Ventures

Medellín, Antioquia,

Colombia

Apr 2015 - Oct 2018

- iOS team leader
- Released more than 6 apps to the AppStore
- Developed MVPs for US based startups
- Setup CI/CD for each project/client app deployment for test and store
- Improved company development times by developing in-house frameworks

Lead iOS Developer

Periferia IT

Bogotá, DC,

Colombia

Apr 2014 - Jun 2015

- iOS team leader
- Improved the company sales and marketing department by developing some in-house apps
- Supported 1M+ web users into a brand new app for live soccer match tracking
- Developed MVPs for UK and USA based startups

iOS Developer

KOGI Mobile

Medellín, Antioquia,
Colombia
Jun 2013 - Apr 2014

- iOS team member
- Developed apps for some colombian enterprises
- Developed MVPs for US based startups
- Increased user engagement by 20% by allowing to watch tv shows by streaming through an app
- Developed in-house frameworks

iOS Developer

GARA Entertainment

Medellín, Antioquia,
Colombia
Dec 2011 - Jun 2013

- iOS team member
- Developed 2D and 2.5D games, using physics and 3D renders
- Reached top 5 in the colombian AppStore with a 2D video game
- Achieved to being 1 of the 2 big regional companies focused only in game development at that time
- Helped enthusiast game developers in theirs projects by organizing bootcamps and meetups

iOS Developer

Doctus LTDA

Medellín, Antioquia,
Colombia
Jun 2011 - Dec 2011

- iOS team member
- Developed apps for some colombian enterprises
- Improved sales process by developing an in-house app for the sales department

iOS Developer

Freelance

- Developed native iOS apps for independent clients
- Migrated all the taxes process into an official government app for DIAN
- Allowed users to order and pay into some restaurants by developing theirs apps
- Allowed users to play a local radio station via an app
- Allowed users to train for a city marathon, tracking their progress before the event

EDUCATION

EAFIT University (Medellin - Colombia)

System Engineering — 2007-2013

SKILLS

- Swift
- SwiftUI
- Combine
- Xcode
- Kotlin
- Gitflow
- Zeplin / Figma
- Objective-C
- UIKit
- Realm
- Fastlane CI/DC
- Android Studio
- Memory management and debugging for iOS
- Adobe products (photoshop, illustrator, XD)