Sergio Incandenza, Senior iOS Engineer
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Accomplished senior iOS engineer with more than six years of experience using Swift and Objective-C to develop mobile applications, including games, e-commerce sites, and delivery-tracking services. Two years as a tech lead for a team of six, collaborating with other teams and working directly with clients. Personable, effective, and quality-oriented.

Key Skills

iOS
Swift
Objective-C
Cocoa Touch
React Native
Android
Java
Kotlin
Agile Methods
Unit Tests
TDD
Git
Jira

Experience

Senior iOS Engineer, Acme Software for BigNameClient, June 2020–April 2022

- Helped build iOS delivery-tracking application (BigName App) and shared libraries from scratch.
- Led a team of 6 developers, using Scrum methods and best practices.
- Communicated effectively with clients, product owners, and other stakeholders.
- Oversaw code quality assurance; performed regular code reviews.
- Implemented unit tests and test-driven development, decreasing software issues and time spent debugging.
- Delivered BigName App to the App Store, where it has a 4.8-star rating and 100,000+ downloads.
- Used Swift, Cocoa Touch, React Native, Git.

iOS Engineer, DevSoftware, September 2018–June 2020

- Worked on iOS e-commerce applications.
- Followed Agile methods.
- Communicated effectively with team lead, team members, and design team.
- Used pair programming to test and review code in real time.
- Successfully proposed process improvements that reduced development time by approximately 10 percent.
- Used Swift, Objective-C, Cocoa Touch, Jira.

Software Engineer Intern, Summit Software, September 2017–June 2018

- As part of studies, interned for major US-based software company.
- Developed features for iOS and Android applications and games.
- Communicated effectively with Summit staff and fellow interns.
- Gave a final presentation on best practices for software development.
- Analyzed and fixed issues and bugs.
- Used Android, Java, Kotlin, iOS, Swift.

Education

Bachelor's Degree, Computer Science, Acme University, Sept. 2014–June 2018

Credential, Univity, Test-Driven Development in iOS, January 2020