



Mariano Abdala

iOS Developer, Team Leader

Experienced iOS Developer and Architect, Team Leader,
Conferences and Meetups Organizer, Speaker.



Buenos Aires, Argentina (GMT-3)

Hello!

I'm **Mariano Abdala**, a Senior iOS and Swift Developer from Buenos Aires, Argentina.

I've been working in software development for nearly two decades. About half of that time, I dedicated **exclusively to building iOS Apps**, where I helped placing many apps on the AppStore, some of them as a contractor for clients, some of them as part of a development team and some of them completely on my own.

I also put together and led many stellar teams of both iOS and Android Developers, in close collaboration with Product Designers, QA Engineers, Backend Engineers and Product Managers.

I founded and organize the NSCoder Buenos Aires and the NSConf Argentina, the largest and longer running iOS meetup and conference in Argentina.

I'm actively looking for opportunities to work on meaningful, challenging projects, and I'm eager to keep on learning and building lasting and productive relationships with my colleagues and team mates.

Thank you for your consideration,

Mariano Abdala.

Basic Info

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|---------------|--|
| Full name | Mariano Abdala |
| Birth place | Buenos Aires, Argentina |
| Birthday | March 4, 1981 (38) |
| Nationality | Argentina, Spain |
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Education

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| 1999 | Bachelor, Glaux Institute. |
| 2008 | Systems Analyst, Universidad de Palermo. |

Languages

| | |
|---------|--------|
| Spanish | Native |
| English | Fluent |

Mobile Work Experience

Theorem (Mar 2018 → ...)

Mobile Practice Lead

<https://theorem.co>

Theorem is a consultancy services agency that works with the world's biggest companies to achieve very specific core goals that will affect their whole organization. Theorem takes ownership and full responsibility for the overall success of the project within the company, along with actually building and deploying the solution. This means Research, Discovery, Strategy, Project Management and Design teams working alongside Engineering.

As Mobile Apps became a more frequent requirement for most projects, I was brought in and entrusted with building a Mobile Practice. To achieve this goal I had to define and see through processes as broad as Recruiting, Best Practices, Continuous Integration and Delivery, Quality Assurance and more. I also collaborated with and supported teams as heterogeneous as Research, Product, Design and Sales in getting their strategy and day-to-day operations to incorporate Mobile to their mindset and toolset.

So far our team has shown steady growth, as we attracted developers of a tremendous seniority. Some of our best practices and processes have influenced the way in which all of Engineering works, such as owning Quality Assurance, having departmental backlogs and health-checks, and open sourcing some of our knowledge base.

I personally kickstarted, architected and put together the teams to handle mission-critical projects for Fortune 500 companies, with a strong focus towards platform-specific design, SOLID patterns architecture (MVVM) and Reactive data flows (ReactiveSwift).

Sports Illustrated Play (Aug 2016 → Feb 2018)

Lead iOS Developer

<https://www.siplay.com>

Sports Illustrated Play is a team + league management tool for youth sports. As the iOS Lead Developer, I introduced many architectural, design, and procedural improvements while delivering new features on a team of four Senior iOS Developers.

Some of those improvements are the introduction of a Core Data backed, offline-first architecture with MVVM + FRP (ReactiveSwift) as main structural pattern. MVVM allowed us to do some unit testing and FRP improved the expressiveness of our business logic.

I was also a strong advocate of rich, heavy on comments pull requests, as part of an effort to minimize bugs, enforce coherence between our codebase and keep the sense of unity and ownership of the app as a whole on a distributed team.

During my time at Sports Illustrated Play, we released dozens of updates to the AppStore with nearly no significant issues.

Sitch (Dec 2015 → Jul 2016)

iOS Developer

<https://www.sitch.com>

Sitch is a social event map of San Francisco. We give our users a clear view of what's happening around them. Bars, concerts, art shows, the user gets to pick and find easily what to do next based on distance, price, ticket availability and more.

As part of their team, I was in charge of developing the video recording, feed and reactions module, giving the users the chance to share a fun moment and catch a glimpse of what's going on in nearby events.

CircleBack (Mar 2015 → Nov 2015)

iOS Developer

<https://www.circleback.com>

CircleBack is an address book manager that suggests changes and updates your contacts based on what other people are doing with *their* contacts. Its A.I. engine is currently populated with 1.2 billion contacts that are automatically curated by the users by choosing to accept or reject a suggestion.

As part of their distributed iOS team, I developed multiple new features for the app and its extensions, I pushed for a sqlite to Core Data migration (and the possibility of making a more independent sync engine) and for open sourcing as many components of the app as possible.

CircleBack was featured as in the Business apps category in the App Store.

CloudApp (Feb 2014 → Feb 2015)

macOS Developer

<https://www.getcloudapp.com>

CloudApp has been on the App Store for over five years and has nearly 2 million users. During my time with them, I've been in charge of maintaining the code, bug fixing, updating it for Yosemite and defining and developing some new features. Some of those new features are the gif and high definition screen recording and the Yosemite's share sheet, today extension and dark mode support.

CloudApp was featured in the section "Great Apps for OS X Yosemite" for its Share Sheets capabilities.

Trov (Aug 2013 → Feb 2015)

iOS Developer

<https://www.trov.com>

Trov helps users keep track of all the stuff they own, from a bicycle to a boat. The app presents the users with different *experiences* depending on what they want to add, text search, barcode scan, address search for properties, VIN for vehicles and photos.

As part of the team, I was mainly involved in the development, iteration and the improvement of such experiences and the asset item detail screen. I was fully in charge of the push notifications sent to the user and the handler that would display relevant info to the user.

I.O.U. (Jul 2013 → Sep 2013)

Author

<http://mariano.zerously.com/iou>

<https://github.com/marianoabdala/ZRYWordPicker>

IOU helps users keeping track of small debts they may have with other people, like an invitation for a coffee, the return of a book or a movie. By scanning the users' calendar it'll remind them when they are meeting soon with someone they owe.

I designed and developed the whole app myself with special focus on making the creation of a new item fast and with minimal taps.

The app ended up being featured as "Designed for iOS 7". The suggestions box I included at the top of the keyboard looks a lot like today's iOS 8+ keyboards.

SCVSoft (Aug 2013 → Jan 2014)

iOS Developer

<https://www.scvsoft.com>

SCVSoft is a software factory located in Buenos Aires that's mainly focused on home automation. I worked on two projects with them: IntelliComfort, a thermostat remote for York air conditioners; and AVI-ON, a bluetooth control for lights.

For AVI-ON I contributed greatly with the concept of scenes, which allowed users to setup their home lighting conditions for watching a movie, dinner with friends or a romantic date, among others.

Freelancing Experience (2008 → 2012)

During the first years as an iOS Developer I worked on many small apps as an independent contractor. Most of them were fixed budget so I had to keep things tidy and neat so I could get them done in time. I did some gaming, podcast-like apps, lots of branding for music companies, Real Estate and the like.

Previous Work Experience

Nuba (Mar 2008 → May 2010)

.NET Architect

<http://www.nuba.com.ar/>

During my time at Nuba, I was in charge of the development of the client side of the “Polo Ralph Laurent’s Quick Entry” application and helped on its backend. I maintained continuous communication with the client and with the 2 people in my team. I created most of the architecture which included: Multiple bands support with their providers for data, metadata and record locking; multiple layer configuration (client, administrator, user); client actions (such as cut, copy, paste, replace, and client specific); all of these for the three modules (Items, Bill of materials and Product).

Prior Development Experience (1999 → 2007)

My first coding experiences were as a web developer using Microsoft technologies, such as ASP.NET, C#, SQLServer.

In this period, I’ve been involved in many projects, playing different roles such as developer, database admin, process analyst, quality assurance tester, architect, technical leader and project leader.

Organizations

NSCoder Buenos Aires (Aug 2012 → ...)

Founder, Host

<http://nscoderba.tumblr.com>

NSCoder is a world-wide event that serves as a social gathering for iOS and Mac developers. As the founder of the Buenos Aires chapter I stated its rules and set the tone for the meetings.

NSConf Argentina (Apr 2014 → ...)

Founder, Organizer

<http://nsconfarg.com>

NSConf Argentina is a conference for iOS and Mac developers held in Buenos Aires. As the organizer I manage most of the aspects of the conference and coach the speakers.

Talks

Functional Reactive Programming with ReactiveSwift (2018)

SwiftBA

<https://vimeo.com/268170421>

Intro to UIActivity (2013)

iOSDevAr

<https://vimeo.com/59723964>