



Mariano Abdala

iOS and Mac Developer

I'm Mariano Abdala, an iOS and Mac developer from Buenos Aires, Argentina.

I've been working in software for over 15 years. Almost a decade of that time, I spent purely on iOS and Mac. During that time 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 founded and host an NSCoder in Buenos Aires and founded and organise the NSConf Argentina, Argentina's largest iOS meetup and conference.

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

Thank you for your consideration,

A handwritten signature in black ink that reads "Mariano Abdala". The signature is written in a cursive style and is underlined with a long, horizontal stroke.

Mariano Abdala.

Basic Info

Full name	Mariano Abdala
Birth place	Buenos Aires, Argentina
Birthday	March 4, 1981 (36)
Nationality	Argentine, Spanish
Home address	Bulnes 551 (C1176ABI), Buenos Aires, Argentina
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Education

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

Languages

Spanish	Native
English	Fluent

iOS/Mac Related Experience

Sports Illustrated Play (Aug 2016~Present Date)

<https://www.siplay.com>

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

Amongst some of those improvements are introducing a Core Data backed, offline-first architecture, with MVVM + FRP (ReactiveSwift) as main structural pattern. MVVM allowed us to do some unit testing that was later run as part of the continuous integration process I also introduced.

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.

So far, we've released dozens of updates to the AppStore with only trivial or minimal issues.

(Swift, MVVM, ReactiveCocoa, Core Data)

Sitch (Dec 2015~Present Date)

<http://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.

(Swift, ReactiveCocoa, AVFoundation)

CircleBack (Mar 2015~Nov 2015)

<http://www.circleback.com>

CircleBack is an address book manager that suggests changes and updates to your contacts based on what other people are doing with their contacts. Its AI engine is currently populated with 1.2 billion contacts curated by CircleBack users on the iOS app automatically when they choose 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.

(Swift, Today Extensions, Core Spotlight, GLKit/CIDetector, Kiwi, Core Data, CocoaPods)

CloudApp (Feb 2014~Feb 2015)

<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. Amongst 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.

(OS X Cocoa, InApp Purchases, CoreGraphics, AVFoundation, App Extensions, AFNetworking, CocoaPods)

Trov (Aug 2013~Feb 2015)

<http://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 developing, iterate and the improvement of such experiences and the asset item detail screen. I also developed from the ground up everything regarding push notifications sent to the user and the handler that would display relevant info to the user.

(Push Notifications, Core Data, Barcode scanning, Google Address API, Localisation, Camera Overlays, Autolayout, CocoaPods)

IOU (Jul~Sept 2013)

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

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

IOU helps users keeping track and remind users of tiny 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 just one thing in mind, if it takes longer than 5 seconds and 3 taps to add a debt, no one would use it after long.

Keeping that in mind may have helped in making Apple decide that the app deserved being featured as “Designed for iOS 7”. The suggestions box at the top of the keyboard, much like today’s iOS’ 8, may have helped as well.

(UIKit, AddressBook, Core Data, CocoaPods, Localisation)

SCVSoft (Aug 2013~Jan 2014)

<http://www.scvsoft.com>

SCVSoft is a software factory located in Buenos Aires mainly focused on home automation. With them I worked on two projects: 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, with them, users can setup their home lighting conditions for watching a movie, dinner with friends or a romantic date, among others.

(CoreBluetooth, Local Networking, Core Data, Animations)

Independent Experience (Starting Late 2008)

Apart from the previously described projects, 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, some podcast-like apps, lots of branding for music companies, Real Estate and the like.

(AVFoundation, iTunes Library, Maps Annotation, CoreLocation, Core Data, Custom Controls, Sharing, InApp Purchases, Photo Library, Push Notifications, AddressBook, Keychain)

Previous Work Experience

Nuba (Mar 2008~May 2010)

<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 the backend of it. I maintained continuous communication with the client and with the 2 people I had in charge (I acted as a guide and a translator for them). 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).

(Windows Forms, C#, SQL Server)

Prior development work (Since 1999)

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

I've been fortunate to be involved in many projects, playing different roles. While I've done enterprise workflow with Biztalk, I previously stayed close to web technologies, intranets and backends. Among the roles I've played are developer, database admin, process analyst, quality assurance tester, architect, technical leader and project leader.

(HTML, CSS, JavaScript, ASP.Net, C#, SQL Server, AJAX.Net, Spring.NET, NUnit, NHibernate, Biztalk, WebServices)

Organizations

NSCoder Buenos Aires (Since Aug 2012)

<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 (Since Apr 2014)

<http://nsconfarg.com>

NSConf Argentina is a conference for iOS and Mac developers held in Buenos Aires where all talks are in Spanish.

As the organiser I managed most of the aspects of the conference and coached the speakers.