

RAFAEL ASENCIO

Senior iOS Engineer | SwiftUI | Mobile Architecture | Remote

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SUMMARY

Senior iOS Engineer with 6+ years of experience building native mobile applications across fintech, education, sports technology, aviation and mobility sectors.

Specialized in SwiftUI, UIKit and scalable mobile architectures, with experience delivering secure and maintainable production applications.

Experienced working in international teams and contributing to architecture discussions, code reviews and App Store releases.

SKILLS

SwiftUI	UIKit	Clean Architecture	MVVM	Viper	Async/Await	Testing	REST APIs	SPM
Firebase	App Store Connect	Fastlane	SwiftData					

EXPERIENCE

05/2023 - 05/2026

Remote - Madrid, Spain

Senior iOS Engineer

Sngular

Santander Universia

- Large-scale white-label educational platform serving multiple universities.
- UIKit to SwiftUI migration and VIPER to MVVM refactoring.
- Shared modular architecture with multiple internal frameworks.
- Release management for 80+ client-specific applications and business units.
- App Store distribution across multiple branded applications.

ABANCA B100

- Security-critical banking features, biometric authentication and encrypted user workflows.
- SwiftUI modernization initiatives and banking module development.

NextPass

- SwiftUI Design System and reusable component library via SPM.

Padmi

- Primary iOS engineer for an App Store production application.
- Heat maps, video playback, deep linking and stakeholder collaboration.

02/2022 - 05/2023

Hybrid - Ghent, Belgium

iOS Engineer

Cactusoft

Aviobook

- Worked on a mobile aviation application delivering features such as meteorological filters and enhanced data visualization.

PB Plus

- Primary iOS engineer.
- Developed an iPad tool designed for rental property inspections.
- Built features for multimedia capture, local persistence using Core Data, and data upload functionality.

09/2020 - 02/2022

Hybrid - Sevilla, Spain

iOS Engineer

Bluumi

Grupo ABU

- Developed a real estate mobile app integrated with Unity, allowing users to customize rooms in 3D.

TECHNICAL HIGHLIGHTS

- ✓ 6+ Years of iOS Development
- ✓ 80+ White-Label Targets
- ✓ UIKit to SwiftUI Migration
- ✓ VIPER to MVVM Refactoring
- ✓ App Store Release Management
- ✓ Modular Architecture
- ✓ Technical Writing
- ✓ Collaborative Teamwork

EDUCATION

09/2018 - 09/2020

Maracena, Granada

Higher Technician in Multiplatform Application Development

Institute FOC

PROFESSIONAL DEVELOPMENT

iOS Lead Essentials – Essential Developer

Advanced SwiftUI Architecture – Swiftful Thinking