Cristian Palomino

I'm a passionate software engineer who loves to create impactful solutions that enhance everyday life .

Relevant Experience

Software Engineer, Rappi — Oct 2023 — Present

Led a mobile team to support credit card payment features. Our goal was to simplify and enrich the payment experience for users, taking into account regional (Chile, Peru, Colombia, Mexico, Brazil) variations and the specific needs. Boosted credit card payment metrics offering users diverse payment features to better meet their financial needs, providing users with a wider range of choices for completing transactions.

- UI Frameworks & Design, expertise in using UIKit and SwiftUI for building dynamic and responsive user interfaces, coupled with Compositional Layout for advanced layout designs.
- Reactive Programming & Architectural Patterns: Implemented Reactive Programming to manage asynchronous data streams, with a strong adherence to Clean Architecture and MVVM patterns for scalable, maintainable app structures.
- Testing, Localization, & Feature Management: Maintain, build Unit & UI Testing. Utilized Feature Flags for phased feature rollouts. Emphasized Strings Localization to support multi-region accessibility.
- Cross-Platform Development & Dynamic UIs: Use Flutter for efficient cross-platform feature integration and adopted Server-Driven User Interfaces (SDUI) to dynamically update UI elements, ensuring flexibility and up-to-date user interfaces without frequent app updates.

Senior iOS Developer, PayPal — Jul 2021 — Dec 2023

Enhanced Venmo's Business Profiles by introducing an auto-promote feature to boost brand visibility, integrating tipping and contactless payments for seamless transactions, and enabling tax management on payment requests for improved compliance. These improvements increased user engagement, streamlined payment processes, and elevated both merchant exposure and customer convenience.

- User Engagement & Dependency Managers; Used In app and Push notifications to engage users. Worked with Carthage & Swift Package Manager to simplify code dependencies.
- Contactless Payments, Enabled quick and secure transactions using NFC technology through Zettle SDK by PayPal which provides tools to integrate payments solutions.

Software Engineer, **Scotiabank** — Mar 2018 — Jun 2021

- Created reusable SDKs for authentication and transactions, enabling efficient adoption in upcoming mobile applications.
- Led an iOS development team, prioritizing technical debt reduction and the adoption of emerging mobile trends.
- Used cryptographic methods and biometric solutions (Keychain, Secure Enclave) into iOS modules to bolster security.
- Drove the codebase modularization strategy, boosting maintainability and facilitating parallel development across multiple teams.

Software Engineer III, **Avantica** May 2017 — Feb 2018

iOS Developer, **Aerolab** May 2016 — Apr 2017

Mobile Developer, **Diloo** Dec 2015 – Oct 2017

Mobile Developer, Mambo Jul 2015 - Feb 2016

Co Founder, **DoApps** Oct 2014 – May 2015

Freelancer Developer, **Peruvian Startups** Jun 2013 — Jun 2015

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Skills

Programming Languages

Swift, Dart, Javascript, Python, Objective-C, Java.

Libraries & Frameworks

UIKit, SwiftUI, Core & Swift Data, Combine, RxSwift, Alamofire, KeyChain, CryptoKit, REST.

Tools & Platforms

iOS, Flutter, Node.js, React.js, Blockchain, Android, Firebase, Azure, Jenkins, Git.

Selected Projects

Testcontainers Swift

Testcontainers for Swift is an open-source library designed to integrate Docker with Swift test cases. I initiated and led the development of this project, aiming to simplify containerized testing for Swift applications.

Diloo Food Delivery

Diloo was the first Peruvian food delivery service. I played a key role building the entire solution, creating mobile applications and collaborating with the backend team and company leadership.

Eventually, it was acquired by Rappi, a unicorn startup, marking a significant milestone for the company.