



ROBERTO GÓMEZ

Senior iOS Engineer

 rob.gomez.mu@gmail.com

 www.robertogomez.dev

ABOUT ME

Senior iOS Engineer with 12+ years building native iOS apps with Swift and SwiftUI, focused on performance, reliability, and clean architecture. After 5+ years shipping product at MEGA The Privacy Company, I'm back to freelancing (since Jan 2026), helping teams deliver polished features, scalable codebases, and maintainable test suites.

EDUCATION

Bachelor's degree in Computer Engineering

Universidad Pontificia de Salamanca
2007 - 2011

Master's Degree in Mobile Computing (MIMO)

Universidad Pontificia de Salamanca
2015 - 2016

SKILLS

iOS Development (Swift, SwiftUI, UIKit)

Architecture (MVVM, Clean)

Testing & CI/CD

API Integration (REST)

Performance & Maintainability

Cross-functional Collaboration

Problem Solving

Teamwork

Critical Thinking

Communication

LANGUAGE

- Spanish - Native
- English - Professional working proficiency

EXPERIENCE

Senior iOS Engineer Jan 2026 - Present

Freelance

Freelance Senior iOS Engineer since January 2026. I help teams build high-quality iOS apps with Swift/SwiftUI, focusing on clean architecture, performance, testing, and reliable delivery. Open to new freelance projects and long-term collaborations.

Swift · SwiftUI · UIKit · Clean Architecture · Testing · Performance

Senior iOS Engineer Oct 2020 - Dec 2025

MEGA Cloud Services

I worked as a Senior iOS Developer on MEGA's iOS app, used by millions worldwide, where I built and enhanced features in Swift and SwiftUI, focusing on performance, code quality, and long-term maintainability in a large, fast-moving codebase where reliability is critical. I collaborated closely with the product, design, backend, and QA teams to deliver stable updates and support the app's scalability, strengthening my ability to deliver high-impact work without compromising technical quality.

Swift · SwiftUI · Async/Await · MVVM · Testing · SPM

Senior iOS Engineer Jul 2018 - Sep 2020

Freelance

For over two years, I freelanced alongside a full-time job, working with a wide range of companies—from large corporations joining established app teams to early-stage startups building products from scratch. I contributed across industries like banking, entertainment, education, language learning, and hospitality, gaining a broad perspective that I've carried into every project since.

Swift · Objective-c · Viper · Clean Architecture · Testing

Senior iOS Engineer Aug 2016 - Sep 2020

Wembley Studios

I worked in agile, cross-functional teams, focused on scalable solutions and a strong user experience, contributing to the architecture, development, and maintenance of iOS apps across sports, healthcare, entertainment, streaming, fintech, and marketing—both consumer apps and internal tools. I've built for iPhone, iPad, and Apple TV using Swift and Objective-C, worked with MVC, MVVM, and VIPER, and integrated REST and SOAP APIs while collaborating closely with product, design, backend, and QA.

Objective-C · Swift · Agile Methodologies · REST & SOAP APIs · CocoaPods · Carthage

iOS Engineer Feb 2016 - Jul 2016

Groopify

Contributed to the development of the Groopify iOS application by designing and delivering new features end-to-end, from implementation to release. Worked on improving the user experience by refining key screens and user flows, fixing bugs, and iterating based on product feedback to ensure a smooth and reliable app experience.

Objective-C · Swift · Scrum

iOS Engineer Feb 2012 - Feb 2016

Indra Software Labs

Developed iOS applications as part of a mobile development team, delivering end-to-end solutions for enterprise clients. Contributed to feature implementation, maintenance, and releases while ensuring high code quality, scalability, and a strong user experience.

Objective-C · Swift · Scrum