

WILDER LOPEZ ELIAS

Senior iOS Engineer · iOS Tech Lead

Novi Sad, Serbia (CET) · Registered sole proprietor, invoices internationally

wlopezelias@gmail.com · +381 65 4579 628 · linkedin.com/in/wilderlopezelias · github.com/WilderLopez · wilderlopezelias.com

SUMMARY

Senior iOS Engineer with 7 years shipping consumer apps across iOS, iPadOS, watchOS and macOS, based in Novi Sad. Currently Tech Lead of a 7 person product team on a consumer social app, owning the iOS application end to end: architecture, SwiftUI feature delivery, monetization, analytics and App Store releases. Deep experience with audio and realtime media playback, multithreading with Swift Concurrency and GCD, and CI/CD automation for build, signing and release. I have taken products from inception to production repeatedly, including my own app shipped solo on the App Store, and I make product decisions with data: event taxonomy, funnels, retention and A/B tests on pricing and paywalls.

CORE COMPETENCIES

- **Languages and UI:** Swift, SwiftUI, UIKit, Auto Layout
- **Multithreading:** Swift Concurrency (async/await), GCD, Combine, RxSwift
- **Audio and media:** AVFoundation, GStreamer based playback, bandwidth adaptive streaming
- **Apple platforms and frameworks:** iOS, iPadOS, watchOS, macOS (Catalyst), CloudKit, StoreKit 2, Core Motion, MapKit
- **Architecture and quality:** SOLID, MVVM, VIPER, Dependency Injection (Swinject), XCTest, Instruments profiling, production debugging
- **CI/CD and delivery:** GitLab CI/CD (self hosted macOS runner), Azure DevOps, automated code signing, TestFlight, App Store Connect, SPM, CocoaPods
- **Version control:** Git, trunk based and Git Flow strategies, code review workflows
- **Backend and realtime:** Firebase (Firestore, Auth, Remote Config), WebSocket, XMPP, AWS (Cognito, Amplify), REST

PROFESSIONAL EXPERIENCE

Tech Lead and iOS Engineer | Conexxion (Initium USA Corp)

08/2024 - Present · Remote, United States · Consumer social app · apps.apple.com/app/id6740635258

- Own the iOS application end to end: architecture, feature delivery in SwiftUI, App Store releases and production incident response, on a fast weekly shipping cadence.
- Lead key engineering and product decisions for a cross functional team of 7 across iOS, Android, backend and QA: technical direction, delivery planning and code review.
- Built the product analytics layer in Amplitude (event taxonomy, funnels, retention, session replay) and use it to shape roadmap and product discussions with data.
- Ran A/B tests on pricing and paywalls with App Store Connect and RevenueCat experiments, driving monetization decisions from results rather than opinion.
- Built the subscription layer with StoreKit 2 and RevenueCat: promotional offers, trial entitlements and influencer attribution via AppsFlyer OneLink.
- Designed and led an authentication migration replacing SMS signup with linked social providers, removing SMS delivery costs and failure modes while simplifying account recovery.
- Implemented automated image moderation (SightEngine) with compound thresholds and resolved App Store and Google Play policy rejections on user generated content.
- Shipped a remote force update system via Firebase Remote Config to control client versions in production.

Senior iOS Engineer | Anteklab

11/2022 - Present · Remote, Italy · Live video surveillance and VoIP telephony

- Own iOS delivery for two realtime media products: AylookPro (live video surveillance) and AbilisPhone (VoIP telephony).
- Integrated and maintained GStreamer based multimedia playback with bandwidth adaptive quality for live and recorded streams over constrained networks.
- Built and maintained CI/CD pipelines on Azure DevOps and GitLab CI with a self hosted macOS runner, automating builds, code signing and TestFlight and App Store distribution.
- Refactored high churn modules around SOLID principles with dependency injection (Swinject) and extended unit test coverage on critical paths.
- Diagnosed and resolved production stability and performance issues with Instruments, protecting core flows through a frequent release cycle.
- Implemented OAuth 2.0 flows against multiple identity providers (GitLab, Microsoft Azure AD) and owned the macOS distribution pipeline for a desktop app: signing, hardened runtime, notarization.
- Co-authored the technical proposal for the MPOTS telephony product.

iOS Developer | Grupo Salinas / UPAX

11/2021 - 11/2022 · Mexico City, Mexico · Food delivery driver app

- Delivered onboarding, document upload and zone activation flows for a production app used daily by delivery drivers across Mexico.
- Integrated Firebase and Firestore for realtime updates, MapKit and Google Maps for live routing, and AWS Cognito plus third party facial verification for driver identity checks.

iOS Developer | University of Informatics Sciences (ToDus)

09/2019 - 11/2021 · Havana, Cuba · National scale messaging app

- Built an XMPP framework in Swift from scratch and managed concurrent event handling with GCD to keep messaging responsive for a nationwide user base.
- Migrated UIKit screens to SwiftUI and enabled Catalyst targets for iPadOS and macOS; supported releases through App Store Connect and TestFlight.

INDEPENDENT WORK

Kist | AI antique identifier · apps.apple.com/app/id6792853183

- AI powered app built solo that identifies antiques and second hand finds from a photo, returning era, material and an honest value range with a confidence meter instead of a fake precise number. Collections with notes, on device storage with user owned iCloud sync and export. SwiftUI and SwiftData with CloudKit; backend behind a Cloudflare Worker proxy with tiered vision models (cheap model first, escalating on low confidence) at roughly one cent per identification. Product shaped by researching thousands of competitor reviews: transparent freemium with 5 free identifications, no ads, no auto charging trials.

ClipCard Pro | apps.apple.com/app/id6757620270

- iOS app taken from idea to the App Store solo: product definition, design, SwiftUI development, StoreKit 2 monetization, CI/CD and App Review. Clipboard and camera capture with tagging, contact association, iCloud sync and biometric protection.

EDUCATION

Computer Engineer, University of Informatics Sciences (UCI) · Havana, Cuba · 2014 - 2019

LANGUAGES

Spanish (native) · English (full professional)