# Kevin Solano Jiménez

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## EDUCATION

**Costa Rican Institute of Technology**                                San Carlos, CR
*Bachelor's Degree in Computer Engineering*                          *Feb. 2017 – Nov. 2021*

## EXPERIENCE

**Senior iOS Software Engineer**                                    Jun. 2025 – Present
*PetSmart LLC*                                                        *Remote Work*
- Build and maintain high-quality native mobile applications using Swift and modern Apple frameworks, following Clean Architecture principles to ensure scalability, modularity, and testability. I collaborate closely with backend teams and contribute to the design and development of a Backend-for-Frontend (BFF) layer using Node.js and TypeScript, enabling tailored APIs optimized for mobile performance and frontend needs.

**Team Lead & iOS Software Engineer**                               Jun. 2021 – Jun. 2025
*Blachauz .Inc*                                                        *Remote Work*
- Lead a team composed of developers, designers and testers, ensuring cohesion and efficiency in all iOS, Android and web application projects.
- Introducing best practices and coding standards, ensuring high-quality code and reducing technical debt.
- Implementing cutting-edge iOS frameworks and technologies, such as SwiftUI for modern UI development and Combine for reactive programming, enhancing app performance and user experience.

**Team Lead & VR Engineer**                                         Dec. 2021 – Mar. 2022
*Philips & Co*                                                         *Remote Work*
- Worked with the international company Philips making a VR simulation with Unity3D using Oculus Rift S and Leap Motion device.
- Coordinated a development team composed of VR engineers for the development of virtual reality training.
- Was in charge of communications between the Philips training team and the VR development team.

## PROJECTS

**Magic Trees** | *Xcode, UIKit, Swift, Firebase – Freelance*         Dec. 2019 – Mar. 2020
- Undertook a comprehensive refactoring of an existing app, updating its codebase to enhance efficiency and maintainability.
- Employed the latest technologies available at the time to modernize the app, incorporating advanced frameworks and tools to improve performance.
- Significantly improved the app's productivity and user experience by optimizing its performance, resulting in a smoother and more responsive application.

## TECHNICAL SKILLS

**Languages**: Java, Python, C/C++, Objective-C, SQL (Postgres and SQL Server), Swift.
**Frameworks**: React, Node.js, Combine, UIKit, Core Data, SwiftUI, Foundation, RxSwift, SwiftyMocky, XCTest, XCUITest.
**Developer Tools**: Git, Google Cloud Platform, VS Code, Visual Studio, Xcode, CoreML, Instruments, CocoaPods, SPM, Figma, Zeplin, Testflight, Slack, GitHub, Proxyman, Postman, Insomnia, Swift Playgrouds, AppStore Connect, Xcode Cloud.
**Libraries**: Firebase, Firebase Auth, Firebase Firestore, Firebase Push Notifications, Firebase Crashlytics, Firebase Admob, Lottie, Kingfisher.
**Design Patterns**: MVC, MVVM, MVVM+C