

Rubén Méndez

Lead Apple Engineer

SUMMARY

iOS Engineer with over 17 years of experience working in different product companies. Considered a very versatile and pragmatic engineer.

EXPERIENCE

Lead Apple Engineer

May 2023 - Current

[DNA.inc](#) · Remote

Work at this agency helping other companies build their products. Currently working for SiriusXM, building the Playback experience for its streaming app.

- Building a custom player to support many different types of content.
- Building the offline experience of the app.
- Mentoring developers through pairing sessions and workshops.

Senior iOS Developer

Feb 2022 - Mar 2023

[Univer.se](#) · Remote

Worked in cross-functional teams to build the univer.se app.

- Building core features of the app.
- Improving the app architecture and performance.
- Helping the product and design team to define new features.
- Mentoring junior developers through pairing sessions and workshops.

Senior iOS Engineer

Dec 2015 - Feb 2022

[Jobandtalent](#) · Madrid, Spain

Worked in cross-functional teams to build the Jobandtalent app.

- Built reusable UI components for the design system.
- Improved developer experience through better app architecture and tooling.
- Wrote API endpoints in Elixir for the Phoenix framework.
- Worked with the Android team writing features in Kotlin.
- Mentored junior developers through pairing sessions and workshops.

Freelance iOS Engineer

Jun 2015 - Dec 2015

[Agile Monkeys](#) · Madrid, Spain

Collaborated with Agile Monkeys digital studio to build a clothing shopping app for the Dolls Kill brand.

- Mentored junior developers.
- Prepared workshops and pairing sessions to coach good development practices.

Freelance iOS Engineer

Jan 2015 - Jun 2015

[Visa Inc](#) · Madrid, Spain

Developed an enterprise iPad app called Visa Card Lab used by the Visa sales department to present different credit card designs to business customers.

- Built a totally custom UI and interactive animations using the POP Framework.
- Supported offline work using CoreData.
- Fulfilled Visa security requirements by encrypting documents and using other security techniques.

Lead iOS Engineer

Jul 2014 - Jan 2015

Next Chance Invest · Madrid, Spain

Managed a team of 3 iOS developers in charge of developing the Critizen app, a mobile app where users can complain and criticize products and services.

- Supported offline work using CoreData.
- Used AVFoundation to embed auto-playable videos.
- Applied VIPER for the application architecture.

iOS Engineer

Oct 2011 - Jul 2014

Minube · Madrid, Spain

Developed this traveler's social network app for iPhone and iPad using CoreData, CoreLocation, MapKit, and StoreKit.

- Built features for the iPhone and iPad apps.
- Worked with offline storage, location, maps, and in-app purchases.
- Contributed to the app awarded Best app in Spain for iPhone in 2011.

Research Engineer

Jun 2008 - Mar 2011

Atos · Valladolid, Spain

Started my engineering career as part of the Security Lab, carrying out managerial and development tasks in several projects for the European Community.

EDUCATION

Master's Degree in Open Source Software

2010 - 2012

Universidad Oberta de Catalunya · Spain

Bachelor's Degree in Telecommunications Engineering

2001 - 2007

Universidad de Valladolid · Valladolid, Spain

SKILLS

Apple platforms

Swift, SwiftUI, SPM, iOS

Backend and tooling

Kotlin, Elixir, Phoenix

Product engineering

Design systems, Cross-functional collaboration, Mentoring

PUBLICATIONS

The Navigator - Another Twist to iOS Navigations

Jobandtalent Engineering