

Óscar Rodríguez Garrucho

Senior iOS Engineer · Swift · SwiftUI · SpriteKit · 10+ years

📍 Algeciras, Spain (Remote-ready, worldwide) · +34 669 526 200 · oscar.garrucho@gmail.com · github.com/oskarko · oscargarrucho.com

PROFESSIONAL SUMMARY

Senior iOS Engineer with 10+ years of professional experience delivering production apps across fintech, health, e-commerce, and entertainment. Deep expertise in Swift, SwiftUI, UIKit, SpriteKit, and Combine, with a strong command of architectural patterns — MVVM, VIPER, MVP, VIP — and a track record of leading cross-functional mobile teams of up to 7 engineers. Experienced in the full SDLC: from greenfield architecture design to App Store delivery, CI/CD automation (Xcode Cloud), and performance optimisation. Comfortable working remotely with distributed, international teams; fluent in English.

TECHNICAL SKILLS

Languages	Swift (primary) · Objective-C · Python (scripting)
Frameworks	SwiftUI · UIKit · SpriteKit · Combine · StoreKit 2 · CoreData · Realm · CloudKit
Architecture	MVVM · VIPER · MVP · MVC · VIP · Clean Architecture · Modularisation (SPM)
Tools & DevOps	Xcode · Xcode Cloud · Git · GitHub · GitLab · JIRA · Fastlane · Charles Proxy
Monetisation	AppLovin MAX · AdMob · SKAdNetwork · In-App Purchases · Subscriptions
Practices	Agile / Scrum · TDD · Code Review · Mentoring · Technical Interviews

EXPERIENCE

Senior iOS Engineer & Founder · Dinoroco Studios, SL

Sep 2022 – Present

Algeciras, Spain · Freelance / Contracting

- Contracted as Senior iOS Engineer and Tech Lead for multiple clients across Spain and the US, delivering features and full modules in Swift (SwiftUI, UIKit, Combine).
- Adesso — Tech Lead on two concurrent projects; defined architecture (MVVM), led sprint planning and code reviews for a team of 4 engineers.
- Arctouch / INDITEX — Senior engineer on an internal SwiftUI + Combine app serving thousands of employees across the INDITEX group.
- One2One / Carrefour — Led module development from scratch, managed 3 junior engineers, and coordinated directly with the client's product team over 12+ months.
- Plexus / Banco Santander — Senior iOS engineer on the Santander Spain consumer app (Top-10 Finance, App Store); delivered new features under strict regulatory compliance.
- INDRA / Saudi-Spanish Railway — Sole iOS architect and engineer on a greenfield client app (HHR Train); designed MVVM architecture, mentored one junior developer.

iOS Instructor · Keep Coding

Apr 2022 – Oct 2023

Remote · Part-time alongside freelance work

- Taught Swift and UIKit to cohorts of aspiring iOS developers across intensive bootcamp programmes.
- Contributed to curriculum design: selected technical content, structured learning paths, and defined practical exercises.
- Consistently received top instructor ratings; mentored students through their first App Store submissions.

iOS Team Lead · Blue Trail Software

Jun 2021 – Sep 2022

San Francisco, US (fully remote)

- Led three simultaneous iOS projects with distributed teams (3-7 engineers), running daily stand-ups, retrospectives, and 1:1s in English.
- Curelator (N1-Headache) — Medical app for migraine management; led a team of 7, owned architecture decisions, and managed JIRA board and delivery roadmap.
- MyLuna — Women's health app; designed and implemented core architecture from scratch with a team of 4.
- Marin County Civic Center — Museum experience app; collaborated with UI/UX team to define design system and architectural patterns.

- Managed CI/CD pipelines with Xcode Cloud; conducted technical interviews for new iOS hires.

Senior iOS Engineer · [Linearity \(Vectornator\)](#)

Jun 2020 – Jun 2021

Berlin, Germany (fully remote)

- Contributed to Vectornator, a professional vector-design tool with millions of downloads — one of the most technically complex iOS/macOS apps in the design tools space.
- Built and optimised custom text-rendering features extending Apple's native text engine, improving rendering fidelity across complex SVG documents.
- Delivered iCloud sync improvements, reducing conflict-merge errors reported by users.
- Stack: Swift · MVVM · UIKit · SwiftUI · Combine · CloudKit.

iOS Developer · [BetVictor](#)

Jan 2018 – May 2020

Gibraltar · On-site

- Developed and maintained Bwin and William Hill iOS apps for Asian markets, serving millions of active users in high-traffic environments.
- Worked in cross-vertical Agile squads (iOS + Android + Backend + PM), delivering features end-to-end across two major World Cup and Euro Cup campaigns with zero P0 incidents on go-live.
- Collaborated with the design team to define and implement native UI components in UIKit; introduced MVVM patterns to gradually replace legacy MVC code.
- Stack: Swift · Objective-C · MVC · MVP · MVVM · UIKit.

iOS Developer · [Tienda Digital UK](#)

Sep 2017 – Feb 2020

Remote · Freelance

- Delivered end-to-end iOS apps for UK-based private clients, including Drop (social commerce) and Crypsta (cryptocurrency tracker).
- Stack: Swift · Objective-C · MVC · MVVM · UIKit.

Lead iOS & Android Developer · [Elitech Lab](#)

Jun 2017 – Jan 2018

Gibraltar

- Led mobile development (iOS + Android) for government and private clients in Gibraltar; designed app architecture for all new projects.
- Key deliverables: SchoolBusTracker (iOS + Android), Gibraltar Museum app, Gibraltar Upper Rock Paths app.
- Stack: Swift · Objective-C · MVC · MVP · MVVM · UIKit.

iOS Developer · [WhatsCine](#)

Apr 2017 – Jun 2017

Madrid, Spain

- Contributed to accessibility-focused audiovisual apps for clients including Telefónica Movistar+.
- Led development of the WhatsCine official app (Swift); assisted on Movistar 5S+ (Objective-C).

iOS & Android Developer · [SOAX](#)

Jan 2016 – Apr 2017

Madrid, Spain

- Developed iOS and Android apps for private clients; led the Correos Express commercial app (iOS) as sole mobile engineer.
- Stack: Swift · Objective-C · MVC · MVP · UIKit.

EDUCATION

Higher National Diploma — Software Development · [Fundación Campus Universitario de Algeciras](#) 2012 – 2014

Algeciras, Spain · EQF Level 5

- Specialisation in mobile development (iOS/Android) and web technologies.
- Final-year internship at the same institution, delivering Android and Django projects for the public sector.

PORTFOLIO — PERSONAL PROJECTS

Acerinox Calendario 5.º Turno · iOS · Swift

Ongoing

- Shift-calendar utility app for industrial workers; organic growth to 25,000+ downloads with zero marketing spend.
- App Store: apple.co/acerinox-calendario

Work Calendar · [iOS](#) · [Swift](#)

Ongoing

- Shift-work tracker allowing employees to log holidays, overtime, and personal leave.

OPO — Ortografía para Opositores · [iOS + Android](#) · [Swift / Java](#)

Released

- Cross-platform spelling-practice app for Spanish civil-service exam candidates; published on both App Store and Google Play.