

# Ricardo Hurla

Lead iOS Developer

## Profile

I am a seasoned Lead iOS developer with extensive experience crafting and managing iOS applications. I have had the privilege of working with a variety of organisations throughout my career, from agile startups to well-established organisations, always delivering my best to help them achieve their business objectives and contributing to a variety of teams and stakeholders.

## Employment History

### Lead iOS Developer at Moneybox, London

January 2021 - Present

- Demonstrated great leadership qualities to direct and assist teams while leading other developers and squads.
- Initiated improvements in unit testing practices, which significantly increased the percentage of code coverage as well as its reliability.
- Mentored and advised less-experienced developers, promoting their growth and development as professionals.
- Contributed significantly to the user experience and functionality of the application on redesign and payment method projects.
- Actively participated in project planning, working with stakeholders and cross-functional teams from the start to finish to ensure alignment with business goals.

### Senior iOS Developer at WorldRemit, London

March 2020 - January 2021

- Contributed to the development of the iOS application as part of an iOS Chapter.
- Created an iOS Widget for currency conversion.
- Maintained and refactored legacy code.
- Participated on a redesign of different areas of the app, contributing with cross-functional teams.
- Helped to defined development guidelines within the chapter.

### iOS Developer at Tide, London

January 2019 - March 2020

- Responsible for the development of the iOS application within the squad.
- Maintained and refactored legacy code.
- Contributed to the app redesign.

- Implemented features in many sections on the app, including an receipt/transaction matching, which was widely used for businesses in order to keep a digital version of their receipts included on the transaction displayed on the app.
- Actively worked with cross-functional teams, closely to Product Managers to define features and plan the development cycle.

### iOS and MacOS Developer at Secure Broadcast, Belfast

July 2017 - January 2019

### iOS Developer and UX Designer at GoConqr, Belfast

March 2016 - July 2017

### iOS Developer at R7.com, São Paulo

June 2015 - January 2016

### iOS Developer at Minha Vida, São Paulo

June 2014 - May 2015

### Junior iOS Developer at Digisa Digital, São Paulo

May 2013 - June 2014

## Education

Technologist, Universidade Anhembi Morumbi, São Paulo  
October 2015 - October 2017  
System Analysis and Development

## Courses

- 220 hours fo iOS Development, Impacta Technologies - Training Centre
- 100 hours of ActionScript 3 Development, DRC - Training Centre
- 60 hours of WebServices Development Node.js, Express.js and MongoDB, Quaddro - Training Centre
- 300 hours of Editorial Design, Conexão Editorial

## Code Sample and Apps

Spotify Releases - October 2020  
<https://github.com/rihurla/SpotifyAlbums>

StackOverflow - October 2020  
<https://github.com/rihurla/StackOverflowUsers>

ExpenseBox - December 2018  
<https://bitbucket.org/rihurla/expensebox>

More apps and code samples  
<https://www.rihurla.com>

## Personal Details

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United Kingdom  
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## Skills

Swift  
Unit Test  
Git  
CI/CD  
Team/Project Leadership  
Design/User Experience

## Links

[LinkedIn](#)  
[Portfolio](#)  
[GitHub](#)  
[BitBucket](#)  
[StackOverflow](#)