Joaquín Salazar Senior iOS Engineer

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PROFILE SUMMARY

- **Senior iOS Engineer** with **8 years** in **Spanish banking and ride-hailing**, now building **payments, cards and Bizum transfers** for a retail bank's iPhone app with millions of users.
- Builds with **Swift 6** and Swift Concurrency, **SwiftUI** and UIKit, URLSession and **Core Data**, XCTest with snapshot tests, and **Fastlane** on GitHub Actions, plus Keychain and Face ID for sign-in.
- Strongest in **Swift 6 migrations**, **modular payment features**, PSD2 **strong customer authentication**, and accessibility work that meets the European Accessibility Act for banking apps.
- Works with **product owners**, **UX designers**, the **backend and security teams** and the **Android squad**, and presents each payments release to the bank's change board.
- Reviews pull requests for **2 squads**, mentors **3 mid-level iOS engineers** on actors and Sendable, and wrote the bank's internal guide to the **Swift 6 language mode**.

TECHNICAL SKILLS

Languages & Concurrency:	Swift 6, async/await, actors, Objective-C, Combine (legacy code)
UI Frameworks:	SwiftUI, UIKit, Auto Layout, VoiceOver, Dynamic Type
Apple Frameworks:	Push notifications (APNs), MapKit, Core Location, App Intents, WidgetKit
Architecture & Modularity:	MVVM, Swift Package Manager, Coordinator pattern, dependency injection
Data & Networking:	URLSession, Codable, REST APIs, Core Data, Keychain
Testing & Profiling:	XCTest, Swift Testing, XCUITest, snapshot testing, Instruments
Release & App Store:	Xcode, Fastlane, GitHub Actions, TestFlight, App Store Connect, Sentry

EDUCATION

Universidad Politécnica de Madrid — **B.Sc. in Software Engineering** — Madrid, Spain · Sep 2014 to Jun 2018

WORK EXPERIENCE

BBVA — **Senior iOS Engineer** — Madrid, Spain · Mar 2021 to Present

- Led the move of **14 payment modules** to the **Swift 6** language mode, replacing GCD queues with actors and fixing every Sendable warning, cutting data race crash reports from 120 a month to **9**.
- Split transfers, cards and Bizum into separate **Swift packages** behind protocol-based dependency injection, cutting incremental build time for 22 iOS engineers from 6 minutes to **90 seconds**.
- Rebuilt the PSD2 **strong customer authentication** step with Face ID and Keychain-stored device keys, raising first-try approval of online card payments from 88% to **96%**.
- Brought the transfer and card flows in line with the **European Accessibility Act** before June 2025, adding VoiceOver actions, Dynamic Type and contrast fixes, and closing **63 audit findings**.
- Added **snapshot tests** and XCUITest flows to the payments pipeline on GitHub Actions, cutting UI regressions that reached TestFlight testers from 7 a quarter to **1**.

Cabify — **iOS Developer** — Madrid, Spain · Sep 2018 to Feb 2021

- Rebuilt the rider's trip tracking screen in **UIKit** and **MapKit** with live driver positions over a WebSocket, cutting map-related crash reports by **58%**.
- Cut cold launch time from 2.8s to **1.3s** by delaying 5 third-party SDK setups until after the first screen, measured with the App Launch template in Instruments.
- Stored trip history and receipts in **Core Data** with background sync, so riders could open past receipts offline, cutting receipt support tickets by **41%**.