

MIGUEL JASSO

Senior iOS Developer · Swift / Objective-C · SDK & Frameworks

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PROFILE

Senior iOS Engineer with 9+ years of experience building and scaling native applications in fintech (OpenBank by Santander, Ualá, Clip), including investments, payments and cards. Specialized in the design, distribution and lifecycle of internal SDKs and frameworks using Swift Package Manager and CocoaPods, with strong ownership of modular architecture, public API design and backward compatibility. Experienced in secure mobile development for banking apps — Keychain secure storage, biometric authentication (Face ID / Touch ID) and mobile analytics (Firebase Analytics, Crashlytics). Comfortable with both modern stacks (SwiftUI, Combine, async / await) and legacy codebases in UIKit and Objective-C, REST API integration, CI/CD with Bitrise and Jenkins, modular project setup with Tuist, and mentoring junior engineers across cross-functional teams.

CORE SKILLS

Languages: Swift, Objective-C, basic Kotlin / JS

Architecture: MVVM, MVP, VIPER, Clean Architecture, Modularization, SOLID

Apple frameworks: UIKit, SwiftUI, Combine, Foundation, Core Data, CoreLocation, URLSession, WebSockets

Security: Keychain secure storage, biometric authentication (Face ID / Touch ID), protection of sensitive user data

Networking: REST APIs, JSON, URLSession, WebSockets

Concurrency: GCD, Operation Queues, async / await, Combine

Analytics & monitoring: Firebase Analytics, Crashlytics

Testing & quality: Unit testing with XCTest, UI testing with XCUITest, code reviews, API design, backward compatibility

SDK & dependency mgmt.: Swift Package Manager, CocoaPods (podspecs, semantic versioning), framework distribution

Tooling & CI/CD: Xcode, Tuist, Bitrise, Jenkins, Fastlane, Git, Jira, App Store Connect, TestFairy, Proxyman, Instruments

Methodologies: Agile / Scrum, cross-functional collaboration, mentoring & coaching

PROFESSIONAL EXPERIENCE

iOS Developer · OpenBank by Santander

Dec 2024 — Dec 2025

Guadalajara, México

- Member of the Cards team, maintaining a legacy repository while delivering new features in a modern modular codebase.
- Built new features in SwiftUI with Combine and async / await, applying Clean Architecture and unit testing for critical flows.
- Consumed REST APIs and handled JSON for secure card and account flows in a high-security banking app.
- Integrated Firebase Analytics to track key user flows and feature usage across multiple iOS apps.
- Worked daily with Tuist for scalable project configuration, Bitrise for CI/CD pipelines and TestFairy for internal distribution and feedback.
- Collaborated with Product, Design and QA on sprint planning, code reviews and release readiness, tracking work in Jira across multiple iOS apps.

iOS SDK / Framework Engineer · Ualá

Feb 2021 — May 2024

Zapopan, México

- Built and owned internal iOS frameworks / SDKs from scratch, defining modular architecture, public APIs and long-term maintainability strategy.

- Implemented Keychain secure storage and biometric authentication (Face ID / Touch ID) to protect confidential user data and secure sensitive flows.
- Integrated Firebase Analytics and Crashlytics for product analytics and crash monitoring across investment products.
- Packaged and distributed reusable components via Swift Package Manager and CocoaPods, choosing the right approach per product and dependency profile.
- Authored and maintained podspecs, managed transitive dependencies and enforced semantic versioning to keep integrations stable across teams and apps.
- Led the end-to-end SDK release lifecycle (build → validate → publish → rollout), automating workflows in Bitrise to reduce manual release work.
- Led development and maintenance of 3 key products in the Investments vertical: USD buy / sell, CEDEARs and US stocks trading, and Argentine peso investment products.
- Mentored 3 junior iOS developers on modularization, framework boundaries and safe SDK evolution, including code reviews and pairing sessions.
- Partnered with Product and Design to translate requirements into scalable SDK features and clear technical specs, balancing API ergonomics and backward compatibility.

iOS Developer · Clip

Oct 2019 — Feb 2021

Guadalajara, México

- Designed and developed an iOS SDK distributed via CocoaPods to expose Clip payment services to third-party clients.
- Owned the product technically: collaborated with Product Owner and Manager on roadmap, user stories and architectural decisions in an Agile / Scrum setup using Jira.
- Consumed REST APIs and integrated Firebase Analytics to expose and monitor payment service usage.
- Improved internal architecture and integration patterns to make the SDK easier to consume and easier to maintain.

Earlier Experience

Jun 2014 — Oct 2019

iOS Developer roles at Pentalog, TCS, Brounie, Knotion, Digono, Pixan and LJN

- Five years building and maintaining native iOS applications across fintech, healthcare, education, ride-hailing, museums and consumer products. Shipped and supported apps in the App Store using both Swift and Objective-C, working in teams of 3 to 8 engineers and frequently owning features end-to-end alongside Product, Design and QA.
- Highlights: a specialized iPad app for Oncology specialist meetings (Pentalog); consumer apps such as Laundry and UpNGo with a Parse + JavaScript Cloud Functions backend (Brounie); a large EdTech application with a real-time WebSocket layer, migrating modules toward VIPER (Knotion); museum apps, content apps for Larousse and the geolocation-based event app Enloop (Digono); and Priver, an Uber-style ride-hailing app, plus maintenance of an existing App Store portfolio (Pixan).
- Consolidated expertise in UIKit, Auto Layout, Core Data, networking, push notifications, third-party SDK integrations and the App Store release process; adopted modern architectures (MVVM, VIPER); and took on technical interviewer and trainer responsibilities for new iOS hires at TCS and Digono. Front-end work at LJN (HTML/CSS/JS for a CDMX taxi-booking product) complements the iOS background with a basic understanding of web stacks.

EDUCATION

B.Sc. Computer Systems Engineering

Aug 2009 — Feb 2014

Instituto Tecnológico de Morelia, Michoacán

CERTIFICATIONS & COURSES

- Java SE 6 — Oracle (Jan 2014 — May 2014)

LANGUAGES

Spanish: Native

English: B2 — professional working proficiency, comfortable with technical reading, writing and meetings