



# Lucía Valeria Medina Fretes

SENIOR IOS ENGINEER

## CONTACT

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## EDUCATION

### Informatics Engineer

National University of La Matanza,  
Buenos Aires. 2003 - 2008

University degree certificate in  
Computer Engineering.  
Graduated with an average mark of  
8.19/10.0 (best).

## ABOUT ME

I am a graduate informatics engineer with 19 years of experience, specializing in iOS development for the past 10 years. I love creating apps with excellent code quality and top-notch user experience, using the best practices and design patterns. I enjoy collaborating with colleagues, exchanging ideas, and working together to find innovative solutions.

## WORK EXPERIENCE

### Ableton Berlin

Senior iOS Engineer / October 2021 - November 2024

- Designed the architecture and implemented new features in **SwiftUI** like **Ableton Cloud**, MasterFX, Set Library, Accessibility, Animations.
- Enhanced UI performance**, optimizing the user experience.
- Developed and implemented **unit, integration, and snapshot tests**.
- Conducted code reviews, pair programming sessions, contributed to team's roadmap.

### Tandem Berlin

Senior iOS Engineer / August 2020 - September 2021

- Developed new features in Swift, including Dark Mode, Maps, and Group Chats using the **MQTT** protocol.
- Refactored and maintained the existing Objective-C codebase, transitioning it to Swift.
- Introduced and implemented unit testing in the project.

### GetYourGuide Berlin

Senior iOS Engineer / January 2020 - July 2020

- Modularized** the codebase by separating it into frameworks.
- Delivered new features written in Swift, leveraging **A/B testing** to optimize user experience.
- Maintained and enhanced the existing Objective-C codebase.

### MediaMonks Buenos Aires

Senior iOS Engineer / April 2019 - October 2019

- Developed multiple projects for the entertainment industry using Swift. Implementation of snapshot tests.

### Endava Buenos Aires

Lead Mobile Engineer / August 2018 - April 2019

- Led a multidisciplinary mobile team**, including iOS, Android, and QA Engineers, for EagleView in the construction industry.
- Managed primary communication with the client, ensuring alignment on project goals, timelines, and deliverables.
- Led the **hiring and mentoring of Android and iOS engineers**.
- Developed new features in Swift, utilizing **SceneKit** and **ARKit**.

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## SKILLS

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### Programming Languages

Swift, Objective-C.

### Architectures

MVVM-C, MVVM, MVP, Viper.

### Frameworks

SwiftUI, UIKit, Concurrency (Swift Standard Library), Combine, Core Data, Core Animation, AVFoundation, Accessibility, Security, many others.

### Testing

Unit and Integration tests with Swift Testing, XCTest, SnapshotTesting.

### CI / CD

Jenkins, Fastlane, Bitrise.

### Agile Methodologies

Scrum, Extreme Programming, Kanban.

### Leadership

Mobile Leader, Team Leader, Scrum Master.

### Soft Skills

Highly motivated, Self-driven, Good communication, Collaboration, Hiring, Mentoring, Stay up to date.

### Software Engineering

Clean Architecture, S.O.L.I.D, Test Driven Development, Protocol Oriented Programming, OOP, Reactive Programming.

### Dependencies Managers

Swift Package Manager, Cocoapods

### Others

REST API implementation.

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## LANGUAGES

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English - Highly Proficient

Spanish - Native Speaker

German - Intermediate

### Mobilenik *Buenos Aires*

iOS Engineer, Scrum Master / March 2017 - August 2018

- Designed and implemented the **architecture** for the **Santander** Rio Empresas app written in Objective-C.
- Successfully **introduced Scrum practices** to the team, improving collaboration, productivity, and project management.

### Avantrip *Buenos Aires*

Mobile Engineer / November 2015 - February 2017

- Developed the **Android** app using Java and **iOS** app using Objective-C and Swift, delivering high-quality solutions in the tourism industry.

### QB9 Entertainment *Buenos Aires*

Scrum Master / October 2013 - July 2015

- Led and managed teams of cross-functional video game developers for web and desktop games, overseeing the successful delivery of projects.
- Coordinated and tracked progress on minigame projects, ensuring timely completion and alignment with project goals.

Videogames Developer / March 2010 - September 2013

- Developed web-based video games using ActionScript 3 and Unity, delivering engaging and interactive experiences for clients such as **LEGO** and **Disney**.
- Created high-performance desktop games using **C++** and Lua, in a cross-functional team..
- Designed and implemented **iPad** games using Objective-C, for smaller clients.

### Mobilenik *Buenos Aires*

Mobile Developer / April 2009 - February 2010

- Developed mobile applications across multiple platforms, including Android, iPhone, J2ME, and BlackBerry.

### Gameloft *Buenos Aires*

Team Leader / March 2007 - May 2008

- Led a team of seven developers, overseeing project assignments and ensuring successful porting of applications.
- **Mentored** and trained junior developers, fostering skill development and team growth.
- Managed and taught training courses for Java beginners, equipping new developers with foundational skills.

Mobile Developer / February 2006 - February 2007

- Led the porting of multiple video game projects to J2ME (Java) and BREW (C++) platforms, ensuring cross-platform functionality.
- Conducted extensive bug fixing to enhance game stability and performance.