

/ T00LS

















PROJECT HIGHTLIGHTS:

Walmart and Ibotta Integration







Live Activities integration at Ibotta:



> ED:

MyResume(main)\$ Git Education -a

- Blockchain Developer Bootcamp: current
- Completed React Native Course: 2019
- Finished Unity3D course: 2019
- Pursuit Grad in iOS: 2018-2019
- Associate in Design and Arts: 2008



import Resume

```
final class Profile: Info {
   public init() {
    """
   ONIEL ROSARIO / iOS ENGINEER
   Five years of developing, designing, and implementing high-quality
   applications across various industries. Proficient in Swift and Xcode
   and a proven record of shipping innovative features to millions of users.
   """
   }
}
// MARK: WorkHistory
extension Profile: WorkHistory {
func ibotta_experience_2020_to_2024() {} // Link ->
```

-)- Co-led the development of the Dynamic Island feature, delivering the project ahead of schedule and improving user engagement by ~15%.
- Enhanced app reliability by optimizing background queues and multithreading, reducing memory leaks by ~25%. We used GCD, Thread Sanitizer, and Zombie object tools to detect data races.
- Collaborated with staff engineers and managers to influence and coach other leaders, designing career paths for managers and demonstrating a commitment to leadership excellence beyond technical expertise to Engineer III.
- Led migration of tracking systems to new versions. Updated services to adopt new servers using AWS, Looker, and Charles Proxy, taking ownership of five main events in the iOS app, improving data accuracy by ~20%.
- Led meetings with infrastructure, design, data analytics, and backend teams to define the best architecture patterns, system designs, and data modeling. I required backend support for successful feature implementations.
- Conducted thorough code reviews to ensure codebase quality and maintainability, actively participating in discussions to address edge cases and questions.
- Guided associates, interns, and mid-engineers through the iOS codebase, documentation, and best practices for version control, improving team efficiency and knowledge expansion.
- Enhanced application stability by increasing test coverage by ~40% and reducing critical bugs by 30%. I have added unit and integration tests to ensure accurate documentation and reliable interaction between small systems, dependencies, and microservices.
- Management recognized me for expanding my expertise beyond iOS development, completing Ibotta's technical specialist program, and becoming a Monolith Specialist within Ruby on Rails.
- Successfully shipped ~1,200 code contributions in multiple features to millions of users weekly through an incremental release process on the App Store.

func sulzer_experience_2020() {} // Link -> &

- Developed a reusable helper for using local database storage and querying. I used Swift, CoreData API, and Combine, Improving in-app Data Persistence with CRUD functionality.
- Implemented Test-Driven Development, wrote unit tests for microservice classes, and managed tasks in a ticket-based system. We utilized Swift, XCode, and Jira as tools to Improve development processes.
- Translated ~30 design plans into a complete iOS app using Zeplin and modular architecture.
- Effectively delegated project tasks as an iOS engineer, collaborating with backend engineers to specify UI data requirements and structuring API for seamless integration by both Android and iOS developers.

func self_employed_experience_2019() {}

- Upgraded an item component from Objective-C to Swift for an iPad app, making the interface faster and more responsive with UIKit. Introduced swipe actions for real-time item updates to a cloud inventory, streamlining the process compared to the old batch-based method.
- Researched and integrated Google and Twitter SDKs into an iOS app, optimizing the onboarding experience by 50% through faster and easier sign-up options.
- Integrated Apple Pay into an iOS app using Swift, enhancing in-app transactions by increasing payment options.
 */