



IGOR SQUADRA

MOBILE DEVELOPER

ABOUT

My main goal is to develop high-quality products, designing the best experience while maintaining a strong and scalable architecture. Continuous updating and an open vision of the mobile world is the first aspect to be a great developer. This prompted me to explore other frameworks like Flutter.

During my experience, I had the opportunity to work in different teams on various projects, allowing me to explore development methodologies.

WORK EXPERIENCE

Freelance Mobile Developer

Sep 2020 - Present

- iOS App Development
 - Swift & SwiftUI
 - iOS Widget development
 - ARKit, RealityKit
 - Combine
 - Unit Testing
 - App Clips
 - App Store submission
- Flutter App Development
 - Dart
 - GetX state management
 - App Store & Play Store submission
- Mobile Architecture
 - Design patterns (MVVM, Clean Architecture, MVI, Coordinator)
 - TDD oriented
 - Protocol-Oriented programming
 - CI/CD with Fastlane and GitHub Actions
- Managing client relations

iOS Developer

21iLAB | Milan (IT) | Jan 2018 - Aug 2020

- iOS App Development
 - Swift
 - RestAPI
 - Offline data management
 - Git
 - Network communication protocols (HTTP, UDP, TCP)
 - App Store submission
- Mobile Architecture
 - Design patterns (MVC, MVVM)
 - TDD oriented
 - Protocol-Oriented programming
- Managing client relations

PROFESSIONAL SKILLS

Swift
SwiftUI
Flutter
Git
Mobile architecture
Apple HIG

LANGUAGES AND TOOLS



iOS nodejs heroku



PERSONAL SKILLS

Creative spirit
Reliable and professional
Organized
Time management
Team player
Fast learner
Motivated

LANGUAGES

ITALIAN: Mother tongue
ENGLISH: B2

PERSONAL INFO

Date of birth: 04.10.1991 (NA)

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EDUCATION

APPLE DEVELOPER ACADEMY

Naples | Jan 2017 - Sept 2017

The program focuses on software development, UX and UI design process of mobile application and business modeling. The Academy is based on the Challenge Based Learning (CBL) process, starting from a research process until design and develop project for solving challenges.

COCOPODS

Curtain - Customizable background animation

Tech specs:

- Open Source framework
- UI Animation
- Timer

PERSONAL APPS

Egle - Sport for everyone

[App Store/Egle](#)

SNAPSE - Workouts timer

[App Store/Snapse](#)

RULE IT - ARKit experience

[App Store/RuleIt](#)

SOME OF MY WORKS..

Flight Assistant - Flutter

[App Store/Flight Assistant](#)

MyRdr - Flutter

[App Store/MyRdr](#) [Play Store/MyRdr](#)

Blinkoo - Flutter

[App Store/Blinkoo](#) [Play Store/Blinkoo](#)

Sienna Rooms - SwiftUI

[App Store/Sienna Rooms](#)

AGI Prima Widget - SwiftUI

[App Store/AGI Prima](#)

Leroy Merlin - Swift

[App Store/LeroyMerlin](#)

Radialight - Swift / Flutter

[App Store/Radialight](#) [Play Store/Radialight](#)

San Martino - React-Native

[App Store/SanMartino](#) [Play Store/SanMartino](#)

Pickmealup - Swift

[App Store/Pickmealup](#)