

Daniel Munoz

Staff iOS Engineer · Mobile Engineering & Technical Leadership

Berlin, Germany (EU Remote)

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PROFESSIONAL PROFILE

iOS engineer with 15+ years building and leading mobile software, from solo-architecting systems that have run in production for over a decade to driving modernization across an entire mobile chapter in fintech. I gravitate to where the big technical decisions get made: untangling legacy codebases, modernizing architecture, and getting reliability under control without stalling delivery. Equally at home as the only engineer on a project or the one setting direction for a team.

SKILLS

- **Languages:** Swift, Objective-C, TypeScript, Python
- **Apple platforms:** SwiftUI, UIKit, Swift Concurrency, Combine, SwiftData, Core Data, HealthKit, MapKit, on-device AI (Foundation Models)
- **Backend & platform:** Node.js, Firebase (Auth, Firestore, Cloud Functions, Remote Config), MySQL
- **Delivery & tooling:** Fastlane, GitHub Actions, Bitrise, Swift Testing / XCTest, Swift Package Manager
- **Leadership & process:** architecture & modularization, RFC process, code review, mentoring, technical strategy
- **Spoken languages:** Spanish (native), English (fluent), Portuguese (fluent), German (intermediate)

EXPERIENCE

Jaja Finance Ltd, Staff iOS Engineer

Berlin, Germany · Oct 2022–Present

- Staff iOS engineer driving technical direction across the mobile chapter of a fintech app serving ~500K users.
- Led modularization of a large legacy codebase and re-architected session handling and the data layer, including a full database migration.
- Cut the app's crash rate from 12% to under 2% in six months, driven primarily by the database migration and session-handling rework.
- Introduced an RFC process, giving the team a written, reviewable way to make and align on technical decisions.
- Established a sustained tech-debt practice that is now part of every sprint, and improved PR lead time through process and CI automation.
- Mentor engineers on the team, improving onboarding speed and code quality.

ISSUU GmbH, Senior iOS Engineer

Berlin, Germany · Mar 2021–Sep 2022

- Senior iOS engineer on the team behind the mobile reader app, part of a publishing platform with ~1M creators and 100M+ monthly unique users.

- Built and shipped in-app purchases to support the company's move into subscription monetization.
- Improved app stability and reduced crashes to support reader retention.
- Led technical initiatives and promoted code-quality practices across the team.

LOVOO GmbH, iOS Engineer

Dresden, Germany · Jul 2018–Feb 2021

- iOS engineer on a cross-functional product team at one of Europe's largest dating apps.
- Built a multi-platform analytics solution adopted across both the iOS and Android apps.
- Contributed to a profile redesign and to authentication and profile refactoring for maintainability and faster delivery.

Jalasoft Inc., Senior iOS Developer

Bolivia · Aug 2017–Jun 2018

- Architected and built the JumpTrack iOS app from the ground up, and delivered iOS work for ECi Solutions including the ScanIt app.

Pfizer Inc., iOS Engineer

Bolivia · Dec 2013–Sep 2014

- Built and maintained in-house iOS tools for Pfizer teams and sales representatives: promotions, profit calculations, sales administration, and vendor offer generation.

Xerox Corporation, iOS Engineer

Bolivia · May 2013–Dec 2013

- Built the Fresh Docs app for CMIS repository browsing, supporting client-specific variants for US, UK, German, and Swedish clients.

Nuevatel PCS de Bolivia, Telecommunications Software Engineer

Bolivia · Jan 2010–May 2013

- Built the ViVA Smart iOS app for customer account and data management and the ViVA Concierge in-store customer-service app.
- Worked on V-ONE business support systems for prepaid and postpaid accounts and contributed to SMSC (Short Message Service Center) development.

INDEPENDENT & CONTRACT WORK

FossilVault, Founder & Engineer

Dec 2024–Present

- Solo founder and engineer of a cross-platform app for fossil collectors: detailed specimen records, field and location context, and long-term collection management.
- Designed and shipped native iOS and Android apps single-handedly, owning product, architecture, and delivery across both platforms.
- Built an offline-first data architecture on Firebase (Auth, Firestore, Remote Config), with server-side logic written in TypeScript on Cloud Functions.
- Integrated AI both on-device (Foundation Models) and via API, letting collectors optionally auto-generate specimen descriptions.
- Automated releases across platforms with Fastlane, GitHub Actions, and Bitrise.

- **Stack:** iOS (SwiftUI, Swift Concurrency, Combine, MapKit), Android (Kotlin, Jetpack Compose), Firebase with TypeScript Cloud Functions.

Brosoft SRL, Co-founder / Lead iOS Developer

Bolivia · Oct 2014–Jun 2018

Co-founded a small mobile studio building iOS and Android apps for clients, leading architecture, development, and delivery across projects.

- **PPSOI Apps (iOS, enterprise):** suite of three apps for an award-winning childhood-obesity prevention program.
- **GymTimer (Pebble):** configurable sets and rest fitness tracker, selected as one of Pebble Store's Best of 2014 (Health & Fitness).
- **PebbMorse (Pebble):** vibration-based Morse-code accessibility app for visually impaired users ("VibeOver").
- **InMobile (iOS/Android):** real-estate discovery app.

Direct Relief International, Software Engineer (Contract)

Bolivia · Oct 2009–Dec 2011 (ongoing support since)

Engaged by Direct Relief International to digitize one of Latin America's leading diabetes centers, an IDF Centre of Excellence in Diabetes Care then running ~6,000 patients entirely on pen-and-paper records.

- Sole engineer behind a complete electronic medical-records system, designed, built, and deployed end to end, spanning a Node.js/MySQL backend and seven internal apps.
- Delivered specialty apps for infirmary, ophthalmology, diabetology, nutrition, psychology, social work, and reception (registration, scheduling, payments), plus DICOM imaging integration, lab workflows, and offline support for field visits to rural patients.
- Replaced paper records with a system that sharply improved clinical speed and efficiency; still in continuous production today, now serving ~19,000 patients.
- Returned in 2017 and 2022 to ship major updates, and continue to provide on-demand support 15+ years on.

MENTORSHIP

- **Underdog Devs**, software engineering mentor (2020–2022); mentored four engineers from underrepresented backgrounds into software careers.

PUBLIC SPEAKING

- **NSSpain 2018** (Logroño, Spain): *Avoiding Culture Shock: Designing Apps for Different Cultures*
- **PragmaConf 2019** (Bologna, Italy): *Beyond Localization: Building Apps That Travel Across Cultures*
- **NSSpain 2023** (Logroño, Spain): *Transforming Your Development Workflow: Leveraging AI as Your Coding Assistant*

AWARDS

- Pebble Store Best of 2014 (Health & Fitness), GymTimer
- Apple WWDC Student Scholarship (2008, 2009)

EDUCATION

Universidad Católica Boliviana, Computer Systems Engineering · 2003–2009