

JULIAN ASTRADA

Lead Mobile Engineer — iOS, Android & React Native | Architecture, Team Leadership, Mentoring

Tandil, Buenos Aires, Argentina — Remote (US time zones) • Available for contract & leadership work

Website • LinkedIn • GitHub • Medium • Upwork • astradajulian@gmail.com

10+
YEARS SHIPPING

15+
CLIENT & COMPANY COLLABORATIONS

50+
TECHNICAL INTERVIEWS LED

5,000+
HOURS FREELANCING

SUMMARY

Lead Mobile Engineer with 10+ years building, scaling, and shipping production mobile apps — from early-stage startups to global products — across native iOS (Swift, SwiftUI), Android (Kotlin), and cross-platform React Native. Specialist in IoT, Bluetooth (BLE), and SDK development, with a proven record of turning around underperforming projects (drove the Pebblebee App Store rating from 2.4 to 4.6+) and leading distributed LATAM teams from outsourced to in-house. Hands-on technical leader who owns architecture and delivery end-to-end while staying in the code every day. Top-Rated on Upwork with a 100% client satisfaction rate.

CORE SKILLS

Languages: Swift, Objective-C, Kotlin, Java, TypeScript, JavaScript

Platforms: iOS, watchOS, Android, Widgets

Frameworks & Architecture: SwiftUI, UIKit, Combine, RxSwift, React Native, VIPER, MVVM, Clean Architecture, RESTful APIs, Sockets

Specialties: Bluetooth BLE, IoT, SDK Development, Location Services, iBeacon, Core Motion, Battery Optimization, Multithreading, Accessibility

Testing & Tools: XCTest, Swift Testing, GitHub Actions, Bitrise, Datadog, Mixpanel, Firebase & Crashlytics, Statsig, Stripe, Google Maps, Lottie, Jira, Notion

Practices: Agile, Scrum, Leadership, Mentoring, Technical Interviewing, A/B Testing, Feature Flags, AI-Assisted Development

WORK EXPERIENCE

Lead Mobile Engineer — Pebblebee

Dec 2020 – Present

Remote

- Orchestrated a full product turnaround across iOS and Android, elevating the App Store rating from 2.4 to 4.6+ within one year.
- Managed the transition from an outsourced team to a high-performing LATAM engineering team, driving technical recruitment and mentoring.
- Architected a proprietary B2B SDK for Bluetooth logic with clean access levels and documentation, shared across iOS and Android.
- Led BLE scanning, iBeacon ranging, firmware updates, caching, and offline support; migrated iOS to Combine and SwiftUI, with native Android in Kotlin.

Stack: Swift, Kotlin, SwiftUI, Combine, BLE, StoreKit, Firebase

Senior iOS Engineer — Symplicity Corporation

Jun 2017 – Nov 2020

Remote

- Developed a globally used career-services app (4.8 rating) with multi-language support and a scaffold system adapting UI and features per university client.
- Used RxSwift to synchronize real-time UI states with server events over socket connections.
- Integrated advanced analytics, custom animations, and complex caching mechanisms.

Stack: Swift, RxSwift, UIKit, Sockets, Analytics

Senior iOS Engineer (Freelance / Top-Rated) — Upwork

Jan 2015 – Present

Remote

- Achieved Top-Rated status with 100% client satisfaction across Fintech, Health, Gaming, IoT, and B2B sectors.
- Delivered apps end-to-end as a solo engineer and embedded within large distributed teams — including Flo by Moen, a smart water-monitoring app using MQTT for real-time device control and leak alerts.

Stack: Swift, Combine, MQTT, Firebase, React Native

Senior iOS Engineer — Deviget LLC

Nov 2016 – Dec 2017

Remote

- Built an IoT application for custom-hardware WiFi connectivity using asynchronous socket streams.
- Monitored performance metrics to optimize resource efficiency.

Stack: Swift, Objective-C, Sockets, IoT

Semi-Senior iOS Engineer — Spark Digital

Dec 2014 – Jun 2016

On-site / Remote

- Developed iOS and Apple Watch applications with a focus on RESTful APIs and UI design.

Stack: Objective-C, Swift, WatchKit, REST

EDUCATION

Software Engineer

Universidad Nacional del Centro de la Provincia de Buenos Aires (UNICEN)

Systems Analyst

Universidad Nacional del Centro de la Provincia de Buenos Aires (UNICEN)

WRITING

- Swift Testing vs XCTest — what changed for me
- Running many coding agents in parallel with Conductor
- Launching your iOS SDK with SPM
- Migrating UIKit into SwiftUI

Full archive at julianastrada.com/blog