



Oscar Odon Infante

Staff Mobile Engineer · iOS Specialist · 11 Years Experience

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EXPERIENCE

Mobile Tech Lead · Globant Jul 2023 – Present

- Lead 10+ engineers across iOS, Flutter, and Backend in a cross-platform team (Six Flags, Aquarabia, OpenBank).
- Collaborating with client and cross functional teams to design and deploy new features.
- Define iOS architecture, drive cross-platform technical alignment, conduct code reviews, and set engineering standards.
- Manage CI/CD pipelines on Bitrise integrated with SonarQube, SwiftLint, and Guardsquare (obfuscation + anti-tampering).
- Mentor 2 external mentees: Flutter → iOS transition and iOS SSr → Senior growth path.

iOS Staff Engineer · Pomelo Feb 2022 – Jul 2023

- Led 7 engineers in a cross-platform team (iOS, Android, Backend) to build white-label financial SDKs from scratch.
- Architected the cards SDK using Clean Architecture and protocol-based DI. Shipped in 4 months with 80%+ domain test coverage. Adopted by top LATAM crypto/banking platforms.
- Designed a compact token management system (company + end-user tokens, auto-refresh), approved by the security team.
- Implemented Server-Driven UI for address capture forms, new regulatory requirements deployable without client releases.
- Post-launch: added Apple Pay support via PassKit wrapper, handling Visa/Mastercard homologation.
- Managed CircleCI pipelines for SDK builds, semantic versioning, and XCFramework distribution.

iOS Sr. Developer → Platform Team · Kavak Jun 2021 – Feb 2022

- Promoted to platform team after proposing a BFF-driven modularisation strategy — improved team independence and build times.
- Modified and maintained Bitrise pipelines across platform and feature repos.

iOS Sr. Developer · Naranja X Jul 2019 – May 2021

- Built debit/credit card and promotions modules for a digital bank competing with Ualá, MercadoPago, and Brubank.
- Co-designed a BFF-driven configurable UI system, tile layouts, colours, images, and content served from JSON, surviving two full rebrands with minimal code changes.
- Coordinated iOS/Android BFF contracts; set up Bitrise pipelines for the modularised app and each module repo.
- Mentored junior engineers; led weekly iOS and monthly cross-platform mobile sync sessions.

iOS / Android Developer · Accenture · Inclusion Services Jun 2017 – Jun 2019

- Built iOS and Android apps for logistics, IoT, agriculture, and government clients. Integrated with SAP HANA backend services.

CORE STACK

Languages Swift · Obj-C · Kotlin

UI UIKit · SwiftUI

Architecture Clean Arch · MVVM · Coordinators · TCA

Async Combine · async/await · GCD

Networking Alamofire · URLSession · REST

Persistence Realm · CoreData

Testing XCTest · Snapshot · XCUITest

DEVOPS & TOOLING

CI/CD Bitrise · CircleCI · Fastlane

Quality SonarQube · SwiftLint

Security Guardsquare · Token auth

SCM Git · Jira

MOBILE EXPERTISE

Patterns BFF · Server-Driven UI · White-label SDK

Payments Apple Pay · PassKit · Visa/MC

Platforms iOS (primary) · Android · Flutter (leading)

Distribution SPM · CocoaPods · XCFramework

LEADERSHIP

Teams 10+ engineers · cross-platform · cross-functional

Scope Architecture · Roadmap · Mentoring

EDUCATION

Computer Engineering

Universidad Católica Argentina

LANGUAGES

Spanish Native

English Advanced (C1)

SIDE PROJECT

Padel Score App

App Store release · SwiftUI · MVVM · Clean layers