

Pablo Lopez Perez

iOS Engineer · Server-Driven UI & SDKs

Based in Seville, Spain (CET) · US overlap to 3 pm ET / 12 pm PT

Fully remote since 2021 · Work performed from Spain, no US visa or sponsorship involved

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SUMMARY

iOS engineer with 5+ years of experience shipping apps to the App Store, specializing in interface libraries and SDKs for the [Inditex](#) (Zara's parent company) brand apps. Currently building the SwiftUI server-driven UI rendering engine that brand apps embed as an SDK to ship new screens without an App Store release.

Day-to-day work is Swift and SwiftUI, following MVVM and covering every feature with unit, snapshot, and UI tests, agent-written code included. Objective-C came earlier, maintaining legacy code in the Zara app.

EXPERIENCE

iOS Engineer, Interface Libraries and Server-Driven UI · [Nomasystems](#)

Oct 2024 – Present · Remote · Spain

- Build the **server-driven UI (SDUI) rendering library** behind **50+ live screens** in the Zara app (carousels, marketing pages, catalog views) that teams update **the same day, not on the weekly release train**.
- Build the **dynamic forms library** that lets brand apps render different form configurations, such as those required by local regulations, without a redeploy.
- Write and review the **public SDK API specifications** consumed by **four feature teams** and by other SDKs that embed the library.
- Integrate the libraries with **A/B testing** and feature-flag systems for engagement experiments and remote UI configuration.
- Cover components with unit, UI, and **snapshot tests** across device sizes, orientations, light and dark mode, Dynamic Type, and RTL layouts.
- Develop components in an isolated sandbox with demo apps showcasing library usage; repo-level Copilot configuration holds agent-written changes to the same test and review standards.

iOS Developer, Zara iOS App · [Nomasystems](#)

Jun 2021 – Sep 2024 · Remote · Team based in La Coruña, Spain

- Developed features for the [Zara iOS app](#), one of the world's top shopping apps with **100M+ downloads**, specializing in the customer account section.
- Built **account-security flows**, including account verification and data-privacy management.
- Modernized legacy screens in an **Objective-C** codebase, reimplementing them in Swift with **MVVM** and test coverage.

Systems Administration Intern · [Viewnext](#)

Feb 2019 – May 2019 · Salamanca, Spain (on-site)

- Deployed Dockerized applications to Kubernetes; maintained CI and code-quality pipelines (Jenkins, SonarQube).

PROJECTS

Virtual Art Gallery (master's thesis, 2020). Augmented-reality iOS app built with **ARKit**, **RealityKit**, and **SwiftUI**: place and manipulate 3D sculptures, paintings, and instruments at home using gestures, plus 2D image recognition of artworks from photos. tfm.pablolp.es

Prediction-market analytics and trading toolkit (personal project, 2025). Python bot with ML signals, a **FastAPI** strategy service, a **Vue** analytics dashboard, and a **SwiftUI iPhone/Apple Watch** companion app. Self-hosted; private repositories.

EDUCATION

MSc, Mobile Applications · [Pontifical University of Salamanca](#) · 2019 – 2020

BSc, Computer Science and Engineering · [University of Salamanca](#) · 2015 – 2019

SKILLS

iOS: Swift · SwiftUI · UIKit · Objective-C · WatchKit · Swift Package Manager · async/await · Combine · server-driven UI · MVVM · library/SDK development · contract-first API design · unit, snapshot, and UI testing · A/B testing integration

Other: Python · CI · Git · agentic coding (GitHub Copilot, Claude Code) · Model Context Protocol (MCP)

Languages: Spanish (native) · English (full professional proficiency; working language for specs, documentation, and code review)