

Hugo Alonso Luis

Staff iOS Engineer & Architect

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🔗 halonso

Professional Summary

Staff iOS Engineer & Architect with 12+ years of professional experience (8+ in iOS) shipping **16 App Store apps** across Global Markets, Utilities, and Media. Expert in **SwiftUI, Swift Concurrency, AVFoundation, Core ML, ARKit, and SDK Architecture**, with a focus on building scalable, testable architectures. Proven track record leading **distributed/remote teams**, reducing technical debt, and driving product innovation. Regularly leverages **AI-assisted tools (Claude, Copilot)** to accelerate the development lifecycle. EU citizen open to relocation and remote roles across European time zones.

Experience

Chat Explorer, Lead iOS Engineer & Founder

Remote

Aug 2025 – present
10 months

- **Architected a multiplatform (iOS/macOS) analytics app** using **SwiftUI** and **Swift 6 Strict Concurrency**, implementing a tight render loop and state management for 1M+ message datasets.
- **Integrated on-device Foundation Models (iOS 26+)** for structured topic extraction, timeline summarization, and sentiment analysis, prioritizing 100% local processing.
- **Engineered a semantic search engine** supporting neural **vector embeddings** (Core ML MiniLM / NLEmbedding) and BM25 keyword ranking with high-efficiency local indexing.
- **Developed a robust regex-based normalization pipeline** for unstructured WhatsApp exports, backed by a versioned **SwiftData** persistence layer with 15+ schema migrations.
- **Full Product Lifecycle Ownership**: Directed product roadmap, implemented **StoreKit 2** for monetization, and managed end-to-end distribution via **TestFlight**.

UHasselt, Researcher (Human-Computer Interaction)

Belgium

Dec 2023 – Oct 2025
1 year 11 months

- **Pioneered AR interfaces** for complex industrial assembly using **HoloLens 2 & Apple Vision Pro** ([YouTube Demo](#)), leveraging **Core ML** for on-device object detection and contour overlay to deliver step-by-step spatial guidance.
- Developed a **GenAI-driven prototype** integrating **SPARQL & LLMs** to enable voice-controlled, natural language querying of complex ontology data.
- Published research on the practical application of AR/VR and GenAI in industrial HCI settings.

Nodalview, Staff Engineer & iOS Lead

Belgium (Remote)

June 2022 – Dec 2023
1 year 7 months

- **Engineered a high-performance native video editor** from scratch using **AVFoundation**, enabling 4K real-time rendering and reducing export times by **40%** compared to the Android/FFmpeg equivalent.
- Led a distributed team of 3 engineers, introducing **SnapshotTesting** and strictly enforcing TDD, raising code coverage from **0% to ~60%** and significantly reducing regression bugs.
- Modernized the release lifecycle by implementing **GitHub Actions CI/CD**, cutting build times from **20 mins to 5 mins** and enabling weekly releases.
- Defined the mobile technical strategy, migrating a legacy codebase to a modular **VIP-based architecture**.

Triglav Digital , Senior iOS Consultant • For BNP Paribas Fortis — led the strategic migration of the Easy Banking Business app from legacy Objective-C to Swift/SwiftUI, unlocking modern UI capabilities. • For Napoleon Games — architected a Hybrid App Strategy for their sports betting platform, enabling simultaneous native and web feature development that reduced time-to-market by ~30%. • Regained control of deteriorating codebases across both client engagements through structured testing strategies and hands-on mentoring of junior developers on Clean Architecture principles.	Luxembourg (Remote) June 2021 – June 2022 1 year 1 month
Zappware , Lead iOS Developer • Led a 5-person engineering squad to architect and ship NEXX4, an SDK-grade TV streaming platform serving hundreds of thousands of active users across 7+ countries. Built with RxSwift for reactive data flows. • Slashed crash rates from 1.5% to <0.1% by implementing rigorous error handling, observability tooling, and a culture of quality. • Optimized app startup performance, reducing launch time by 2 seconds, directly contributing to raising the App Store rating from 3.0 to 4.5 stars.	Belgium Oct 2018 – June 2021 2 years 9 months
UC3M — Universidad Carlos III de Madrid , Teaching Research Staff (PDI) • Researched Autonomous Vehicle homologation and contributed to applied mobility research at UC3M. • Taught 2 courses on Agile Software Development Techniques to undergraduate students. • Maintained and extended FBrake — the nationwide Android app powering Spain's ITV (Vehicle Inspection) brake efficiency system.	Spain Sept 2016 – Sept 2018 2 years 1 month
PentLab & Freelance , Senior iOS Developer • BeatTune: Developed a top-ranked Apple Watch heart rate app (Top 3 Health & Fitness DE, featured on Product Hunt). • TicTacToe Widget Edition: Shipped a complex widget + Apple Watch game exploring memory constraints and undocumented APIs. • Cachivache: Solo-built an offline-first RSS reader designed for limited connectivity environments. • Fora: Part of the founding team for a pro-working space MVP (messaging, room booking). • Nylstar Collections: Built a high-end fashion catalog app from scratch using early versions of Swift.	Remote Jan 2013 – Oct 2016 3 years 10 months

Education	
BIG School , Master in Development with AI	Ongoing
Swiftly Stack , Advanced iOS Engineering Program	2024
iOS Lead Essentials , Senior iOS Architecture & TDD	2021
UC3M, Spain , Master in Computer Science and Technology • Awarded Best Thesis of Graduation	2018
CUJAE, Cuba , Bachelor in Informatics Engineering • Summa Cum Laude (Gold Title)	2012

Technical Skills

Leadership: Technical Strategy, Staff Engineering, Team Mentoring, CI/CD Implementation, Agile/Scrum, Architecture Advocacy, Hiring

Languages: Swift, Objective-C, Python, C++, C#, Dart

iOS & Vision: SwiftUI, UIKit, Combine, RxSwift, Swift Concurrency, AVFoundation, Vision, Core ML, Core Image, ARKit, RealityKit, VisionOS, Core Data, CloudKit, Accessibility

Architecture & Quality: MVVM, VIPER, VIP (Clean Swift), Clean Architecture, Modularization (SPM), Protocol-Oriented Design, TDD, SnapshotTesting

AI-Assisted Dev: GitHub Copilot, Claude, ChatGPT, LLM Integration, GenAI Prototyping

Tools & DevOps: Xcode, GitHub Actions, Fastlane, Bitrise, Firebase, SPM, CocoaPods, Jira, Figma, Unity, Google Cloud Platform

Human Languages: Spanish (Native), English (Fluent), Dutch (Intermediate)

Certifications

Advanced iOS Engineering Program: Swifty Stack

Senior iOS Architecture & TDD: iOS Lead Essentials

Google Cloud Platform Fundamentals: Core Infrastructure: Coursera — Credential ID 7HJ73Q5HF6NM