

## Contact

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brendasaavedra (LinkedIn)

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## Top Skills

ios dev

Scrum

Swift (lenguaje de programación)

## Languages

Español (Native or Bilingual)

Ingles (Full Professional)

## Certifications

Audiocurso de Cómo Dar Feedback

Curso de Engineering Management

Curso de Introducción a Solidity

Curso de Economía Digital: Bitcoin y Criptomonedas

# Brenda SC

Engineering Manager en Fondeadora

Mexico City, Mexico

## Summary

I am a dynamic and results-driven Engineering Manager with a passion for leading cross-functional teams to achieve excellence in software development. With over a decade of experience in the tech industry, I have honed my expertise in iOS, Android, and Flutter development, leveraging cutting-edge technologies to deliver innovative solutions.

As an Engineering Manager at Fondeadora, I have thrived in fostering a collaborative and inclusive work environment, where I lead and mentor talented engineers to reach their full potential. By implementing agile methodologies, I ensure efficient development processes and rapid response to market demands, aligning technical efforts with business requirements seamlessly.

Throughout my journey, I have played a pivotal role in the successful delivery of numerous projects, from fintech apps to health and educational platforms. I have a deep understanding of product development, working closely with product managers and stakeholders to translate business requirements into actionable development plans.

My technical expertise includes Flutter, BLOC, Cubit, Swift, SwiftUI and more, and I consistently promote best practices such as Test-Driven Development (TDD) and version control with Git. I have a track record of delivering high-quality code and maintainable applications.

Beyond technology, I have also managed and developed innovative web and mobile applications. My experience in team management and project coordination has allowed me to lead with precision and create an environment where creativity and innovation thrive.

I hold a degree in Ingeniería de sistemas from Universidad del Valle de México, where I laid the foundation for my tech journey.

I am driven by the belief that technology has the power to transform lives, and I am always eager to collaborate on impactful projects. Let's connect and explore new possibilities together!

#EngineeringManager #iOSDeveloper #AgileLeader #Innovation  
#TeamManagement #TechEnthusiast

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## Experience

### Fondeadora

3 years

#### Engineering Manager

March 2022 - June 2023 (1 year 4 months)

- Lead and manage a cross-functional team of talented engineers, fostering a collaborative and inclusive work environment.
- Create Personal OKR's inside the tech team
- Collaborate closely with product managers and stakeholders to understand business requirements and translate them into actionable development plans.
- Implement and drive the adoption of agile methodologies, ensuring efficient development processes and rapid response to market demands.
- Provide technical guidance and mentorship to the engineering team, supporting their professional growth and empowering them to excel in their roles.

#### Mobile Software Engineer (Flutter/IOS)

July 2020 - March 2022 (1 year 9 months)

Ciudad de México, México

- Flutter Development
- BLOC
- Unit tests, widget test, bloc test, TDD
- Native plugin with swift for IOS
- GIT (Pull request, Code Review)

#### Mibo

##### IOS Developer

November 2019 - July 2020 (9 months)

- IOS development with swift 5

#### Pitaya Estudio

2 years 7 months

Director

December 2018 - September 2019 (10 months)

- Management of the marketing, design and development team
- IOS development (swift3, swift4)

CTO & IOS Developer

March 2017 - December 2018 (1 year 10 months)

- Project Manager of a mobile and backend team
- Development IOS in swift 3, swift 4

Muapp - Ladies First

IOS Developer

December 2016 - March 2017 (4 months)

Ciudad de México y alrededores, México

- Developed primarily in Objective-C to maintain and fix pre-existing code
- Installed frameworks and managed dependencies using Cocoapods
- Fixed bugs reported by reproducing their issues and then debugging to track down their source in Xcode
- Used Git for version control, and maintained code on Github
- Creation of new features

Citix

IOS Developer

June 2016 - August 2016 (3 months)

Ciudad de México y alrededores, México

- Development IOS taxis App
- Objective C and Swift
- Use of sockets.io
- Payments with conekta
- Installed frameworks and managed dependencies using Cocoapods

Lina Healthcare

IOS Developer & Cofounder

July 2015 - May 2016 (11 months)

Ciudad de México y alrededores, México

- Developed an iOS health app, using Objective-C, which distributed nutritional plans and recipes.
- Used Temboo and Parse to help drive our application
- Installed frameworks and managed dependencies using Cocoapods
- Used Git for version control, and maintained code on BitBucket

- Tracked the way users used our applications with Mixpanel
- Created a mirror application website using Angular and Node.js

Also built a few additional applications, such as:

- Dog Or Not (sales application for the adoption and cross breeding of dogs)
- Begrand (application used for listing and selling apartments)
- Learnex Editorial (an ebooks reader)
- Used Test-Driven Development to drive the creation of all applications

## Neotransmedia

### CTO & Cofounder

July 2014 - July 2015 (1 year 1 month)

Ciudad de México y alrededores, México

- Managed both Mobile and Web projects using tools like Teamworks and Zoho
- Lead product development by gathering requirements, outlining data models, and planning projects
- Designed and created a Geomarketing iPhone app, using Objective-C, that allows users to keep track of an interest point, such as publicity or urban flaw, with a photo and coordinate, using RESTful/JSON services to retrieve content.
- Helped build vaccine applications for Mexico, iVacunas and iPediatra, in iOS
- Contributed to the development of a Customer Relationship Management tool in iOS for a recognized yoga school
- Developed a PDF reader to show the didactic material of a course of Yoga School in iOS
- Engineered a platform for restaurants with the capacity to update their custom content with a CMS in PHP

## Kreativeco

### Director Of Technology

March 2013 - June 2014 (1 year 4 months)

Ciudad de México y alrededores, México

- Managed both Mobile Apps and Web Apps with an Agile methodology
- Helped develop various business applications in iOS
- Helped develop an iOS App for ROBOCOP with face recognition
- Designed and created a survey application in iOS with the capacity to create the survey depending on the user profile
- Used Cocos2D to build a game with the use of the accelerometer
- Developed a Tamagotchi-type game that let players take care of animals in iOS

- Built an innovative social network for models that facilitated the communication between models and agencies
- This app allows a model to share his or her work portfolio, and uses Parse and Aviary for the editing of photos
- Managed and developed an educational web platform with gamification for ROTOPLAS using PHP

## IOMovil

### Project Manager

February 2012 - February 2013 (1 year 1 month)

Ciudad de México y alrededores, México

- Performed Android development, creating an application for a logistics company, which allowed them to control shipments of merchandise and track shipping trucks
- Developed in Blackberry 4.5 and 5.0 for an internal application for internal events of BANAMEX, a Mexican Bank
- Engineered a school control platform for CONAMAT, using PHP

## Yumbling

### Blackberry Developer

February 2011 - February 2012 (1 year 1 month)

Ciudad de México y alrededores, México

- Development in Blackberry 4.5 and 5.0 the platform of Yumbling a mexican startup, which allowed the user to find personal recomendation of places around him like foursquare

## Movidilo

### Porting Engineer

May 2008 - November 2009 (1 year 7 months)

Las Rozas de Madrid y alrededores, España

- Developed in Blackberry 4.5 and 5.0 various internal applications for Movistar Spain
- Created a WAP app for Vodafone Spain
- Designed and built an iPhone and Mac OS X app for Movistar, using Dashcode and Xcode

## Santander Bank, N.A.

### Java Software Developer

January 2008 - April 2008 (4 months)

Madrid y alrededores, España

- Developed IT Applications using J2EE for SANTANDER bank

- Required to improve, debug, and fix code
- Worked in a fast-paced environment

### Cibermatix

#### Blackberry Developer

November 2006 - May 2007 (7 months)

Ciudad de México y alrededores, México

- Built an application for dynamic surveys for Blackberry with Java
- Programmed a server in PHP that provided web services for the mobile app
- Installed and trained using BES (Blackberry Enterprise Server)

### Tecnología InRed

#### Java Software Developer

February 2006 - June 2006 (5 months)

Ciudad de México y alrededores, México

- Developed the SCT system to improve processes and procedures, and to permit the printing of circulation cards, permits, and their derivatives
- Worked exclusively on the back-end, using Java
- Created a unit test for every feature that was added, to ensure reliability

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## Education

### Universidad del Valle de México

Ingeniería, Ingeniería de sistemas · (2002 - 2006)