

Bodgar Jair Espinosa Miranda

Senior iOS Engineer

Available for 6–12 month project engagements

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SUMMARY

Senior iOS Engineer with 10+ years building production apps for Google, PetSmart, Venmo, Walmart, Domino's and major banking institutions, most recently through project-based engagements. Delivers across the stack: ships Swift features, writes the backend endpoints they depend on, and diagnoses failures end to end — from a TLS handshake in the simulator to a schema regression in a Node service. Works daily with multiple AI coding agents in parallel across production repositories, with a review discipline built on read-only analysis passes, mutation testing and empirical verification. Currently leading two parallel platform initiatives on a large-scale retail app: removing embedded credentials from the binary, and migrating the codebase to Swift 6 strict concurrency.

SHIPPED TO THE APP STORE

[PetSmart](#) · [Venmo](#) · [Walmart](#) · [Domino's Pizza](#) · [Banco Azteca](#)

EXPERIENCE

Senior iOS Engineer · Grid Dynamics (Client: PetSmart)

Mar 2026 – Present | [PetSmart on the App Store](#)

Leading two platform initiatives on the Consumer Mobile app, spanning iOS, Android and a TypeScript backend-for-frontend.

Credential migration (iOS + BFF)

- Own the removal of embedded API keys end to end: provisioning secrets in Google Secret Manager, building proxy endpoints in the BFF (TypeScript, Express, Zod, NX monorepo), and re-pointing the iOS app — meeting InfoSec requirements to keep third-party credentials out of the app binary.
- Migrated the Contentful CMS integration to route through the BFF behind feature flags, covering both GraphQL and REST surfaces, with the legacy path retained as rollback. Shipped preview support for unpublished content, enabling the merchandising team to validate campaigns in-app before publication.
- Traced and fixed a production regression that had silently broken every CMS call from both apps: a schema change had begun rejecting a field the GraphQL client always sends, surfacing as missing content rather than an error. Diagnosed from a 400 in the simulator to the exact commit, and added the test coverage that would have caught it.
- Ran the architecture spike for date-based content preview across iOS, Android and the BFF: audited the CMS content model, reverse-engineered the web team's implementation, and produced sized tickets plus the security recommendations that shaped the rollout.

Swift 6 migration

- Define and lead the migration to Swift 6 with Strict Concurrency = Complete: ~4,900 concurrency warnings across 643 files, organized into a bottom-up roadmap from types through protocols, implementations and use cases to ViewModels. 47 protocols and 19 domain types migrated to Sendable so far.
- Designed a one-pattern-per-PR execution model on a long-lived branch with daily rebases, keeping reviews tractable across a multi-sprint migration without regressions.
- Surfaced 9 architectural blockers that strict concurrency exposed — Realm objects crossing into Domain, untyped dictionaries, classes trapped in NSCache, non-Sendable third-party SDKs — and escalated them as design decisions with named owners rather than suppressing them behind @unchecked Sendable.
- Author of the team's Swift 6 concurrency guide and migration plan, now the reference for both migration and feature PRs across the iOS team.

Tech Lead Developer · GlobalLogic (Client: Google)

Jan 2025 – Feb 2026 · 12-month project engagement

- Designed and built from scratch an iOS security verification solution implementing a QR-based “I’m not a robot” flow across both the Full App and App Clip.
- Delivered the end-to-end SwiftUI experience: QR scanning, app and version validation, service execution, and success/failure handling.
- Architected shared targets to maximize code reuse while keeping modular boundaries clean.
- Built comprehensive unit and UI test coverage (XCTest, XCUITest) for security-sensitive flows.

Tech Lead Developer · Evolutyz (Client: Domino's)

Jan 2024 – Dec 2024 · 12-month project engagement | [Domino's on the App Store](#)

- Led a modular architecture initiative across iOS and Android, creating shared modules (Common, DesignSystem, Network) that measurably reduced cross-team merge conflicts.

- Migrated multiple APIs from REST to GraphQL with a reusable, fully tested integration pattern.
- Implemented SSO supporting domestic and international user types with UI personalization per segment.
- Rebuilt Settings in SwiftUI as a standalone SPM module, with documentation and unit tests.

Senior iOS Engineer · HCLTech (Client: Venmo)

Apr 2023 – Jan 2024 | [Venmo on the App Store](#)

- Instrumented analytics across 4+ features to improve product observability.
- Resolved VoiceOver accessibility defects and designed SwiftUI coachmarks for first-time users.
- Implemented GraphQL schemas and module wiring for new features following the established architecture.

Senior iOS Engineer · Globant (Client: Walmart)

Feb 2022 – Apr 2023 | [Walmart on the App Store](#)

- Raised test coverage above 90% across 10+ user flows and wired those tests into the CI/CD pipeline.
- Delivered the Walmart+ rewards feature with cross-functional teams.
- Created the onboarding program and documentation for incoming developers.

Senior iOS Developer · Banco Azteca

Mar 2018 – Feb 2022 | [Banco Azteca on the App Store](#)

- Delivered CoDi (Banxico QR payments), enabling fast, secure transfers used by millions for in-store payments and money transfers.
- Built the Remittance feature, enabling international payouts in under five minutes.
- Migrated Remittance, CoDi and Investments from MVC to MVVM, and trained 20 developers through a 10-hour internal course.
- Built a generic REST service layer that eliminated 150+ duplicated classes and shortened delivery time for new features.
- Led a team of 5 through Banco de México's certification process.

Freelance iOS Developer · Independent

2016 – Feb 2018

- Built and shipped native iOS apps for small businesses and independent clients, owning each project end to end: requirements, Swift and Objective-C implementation, App Store submission and post-launch maintenance.
- Handled the full client relationship solo — scoping, pricing, delivery and OS-compatibility updates after launch.

CORE SKILLS

iOS	Swift, Swift 6 strict concurrency, Sendable, actors, @MainActor, async/await, SwiftUI, UIKit, Combine, RxSwift
Architecture	Clean Architecture, MVVM, VIPER, SOLID, dependency injection, modularization (SPM, Tuist)
APIs & Data	REST, GraphQL (Apollo), Contentful CMS, Algolia, Realm, CoreData
Backend	TypeScript, Node, Express, Zod, NX monorepos
Infrastructure	Google Secret Manager, Kubernetes manifests, feature-flagged rollouts (Optimizely)
Quality	XCTest, XCUITest, TDD, mutation testing, CI/CD (Bitrise), SonarQube
AI workflow	Multi-agent development (Claude Code), agent review discipline, mutation testing of agent output, technical spikes

LANGUAGES & EDUCATION

- **English** — professional working proficiency. Four years of daily use: code review, technical documentation, architecture discussions and client-facing meetings with US-based teams. **Spanish** — native.
- **Systems Engineering** — IEU · Jun 2019 – Oct 2023