

Juan Colina

iOS Developer · Swift, fintech & mobile security

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Profile

iOS developer with three years on a production banking app in Swift, and six years of mobile development overall, including a game with more than 20 million downloads. My recent work focuses on authentication, payments and moving a large UIKit codebase toward MVVM, async/await and SwiftUI. I'm used to owning features all the way to the App Store.

6+ years in mobile development · 3+ years in iOS banking · 20M+ downloads on shipped apps

Experience

iOS Developer — Roshka

2023 – Present

Asunción, Paraguay · Client: Bancop, retail and corporate banking app on the App Store

- Develop and maintain the bank's iOS app, used by 5,000+ monthly active customers for transfers, bill payments, QR payments, credits and account management.
- Integrated the Entrust IdentityGuard soft token and Face ID / Touch ID for login and transaction signing.
- Implemented network and data security: SSL pinning with TrustKit, token storage in the Keychain and device fraud checks with Kount.
- Built payment flows for SPI instant transfers, QR payments, Click to Pay and multi-signature approval for corporate users.
- Refactored legacy login and transfer modules toward MVVM with RxSwift, making them easier to maintain and extend.
- Shipped 25+ App Store releases since late 2024, including the digital card, pre-approved loans and biometric self-service for transaction limits, monitoring each one with Crashlytics.
- Automated signing and TestFlight / App Store releases with Fastlane and Jenkins, cutting each release from about 2 hours of manual work to 15 minutes.

Stack: Swift, UIKit, SwiftUI, RxSwift, async/await, Alamofire, TrustKit, Entrust, Firebase, Fastlane, Jenkins

Senior Unity Developer — Roshka Studios

2021 – 2024

Asunción, Paraguay · Mobile games for iOS and Android

- Lead developer on Hole and Fill, published by Homa Games: 20M+ downloads and 4.6 stars from 39K ratings on the App Store.
- Optimized memory, CPU and rendering for low-end devices, and led monetization (ads mediation, in-app purchases).
- Designed modular gameplay systems and reusable tools, and integrated backend and analytics services.

Stack: C#, Unity, iOS, Android, IAP, ad networks, analytics SDKs

Personal Project

Guess the Album Cover — App Store

2026

Music trivia game for iPhone and iPad · native SwiftUI · solo developer and publisher

- Designed, built and published the app on my own: 160+ recreated album covers across five genres, a level-based classic mode and a timed challenge mode.
- Implemented the in-game economy, in-app purchases (coin packs, remove ads) and ad monetization; shipped three releases, including iPad support.

Stack: Swift, SwiftUI, StoreKit, ads SDK, App Store Connect

Skills

iOS: Swift, UIKit, SwiftUI, Auto Layout, SnapKit, async/await, GCD, RxSwift, Codable

Security: Keychain, LocalAuthentication, SSL pinning, soft token / OTP, fraud prevention SDKs

Architecture: MVVM, MVC, SOLID, dependency injection, legacy refactoring

Networking: REST, URLSession, Alamofire, push notifications

Tools: Xcode, Instruments, Fastlane, Jenkins, Firebase, CocoaPods, SPM, TestFlight, Git, Jira, Figma

Languages: Spanish (native), English (C1, advanced)

Education

B.Sc. Computer Engineering — Universidad del Cono Sur de las Américas, Asunción · Graduated Dec 2025