Andre Villanueva

iOS Developer — Swift / SwiftUI

Los Angeles, CA · Andre@AndreVillanueva.com · (323) 916-1129 · github.com/thankmelater23

SUMMARY

Self-taught iOS developer building Apple apps since 2012 — two shipped to the App Store and five in active development across iPhone, Apple Watch, Vision Pro, widgets and Live Activities. Write production SwiftUI on Firebase and CloudKit with thousands of automated tests and fastlane-automated releases, using AI coding tools to move fast without dropping quality.

SKILLS

Apple platforms: SwiftUI, UIKit, Swift Concurrency, watchOS, visionOS, RealityKit/ARKit, WidgetKit, Live Activities, StoreKit 2, CloudKit, MapKit, Swift Charts

Languages: Swift, Python, JavaScript, Objective-C, C++, bash

Data & backend: Firebase (Firestore, RTDB, Auth, Cloud Functions), SwiftData, Core Data, Node.js, REST/JSON, GitHub Actions

Architecture & quality: MVVM/@Observable, offline-first sync, XCTest, Swift Testing, TDD, Instruments

Tooling & release: Xcode, Git, fastlane, TestFlight, App Store Connect, SPM

AI & automation: Claude Code, Cursor, OpenAI/Anthropic/Gemini APIs, function calling, agent loops, Selenium, scraping

EXPERIENCE

Founder & Lead iOS Developer — Bang Bang Studios (independent app studio), Los Angeles 2010 – Present

- Shipped 2 apps to the App Store (Belize Lottery, rated 4.0, live since 2019; Would You Rather: TruthFinder) and lead 5 apps in active development spanning iPhone, iPad, Apple Watch, Vision Pro, widgets and Live Activities.
- Maintain ~600K lines of Swift and ~6,000 automated tests (XCTest + Swift Testing) across five SwiftUI codebases, ranging from 21K to 298K lines each.

Contract Developer — Sony (via professional screenwriter), Remote Oct – Dec 2025

- Built a Git-versioned screenplay development system for a feature-film adaptation — project bible, source-material database, Fountain act/scene templates and 10+ continuity/QC checklists — used daily by the screenwriter and collaborators.

PROJECTS

Stamp — *SwiftUI · Firebase (Firestore, Auth, FCM, Crashlytics) · Node Cloud Functions · watchOS · ActivityKit · OpenAI* Production / TestFlight

- Built a ~298K-line SwiftUI + Firebase workforce platform (iPhone, Apple Watch, Live Activities, 51 widgets/complications) in daily production use by a 16-person service business.
- Designed offline-first Firestore sync with field-level diff saves, version-based conflict resolution and deletion tombstones, eliminating a data-resurrection bug in full-replace merges.

Belize Lottery — *SwiftUI · SwiftData · Firebase RTDB · WidgetKit · ActivityKit · StoreKit 2 · Python scraper on GitHub Actions · fastlane* App Store · v4.0 rebuild in submission

- Shipped and maintained Belize Lottery on the App Store (rated 4.0; 489 commits 2017–2021): Firebase Realtime Database, OneSignal push with deep links, localized into 6 languages with UI tests.
- Rebuilt the app from scratch in SwiftUI (v4.0) for iPhone, iPad, Apple Watch, widgets and Live Activities on Firebase RTDB + SwiftData, with StoreKit 2 "Remove Ads" and consent-compliant AdMob.

Vision Pet — *visionOS 27 · RealityKit ECS · ARKit (world, plane, hand tracking) · SharePlay · iOS/watchOS companions · Swift 6* In development

- Built a ~117K-line visionOS 27 virtual-pet app in RealityKit/ARKit — 47 custom ECS components and systems, navmesh roaming, hand-tracked petting and SharePlay — with iPhone and Apple Watch companions sharing one simulation core.

Car Codex — *SwiftUI · JSON + CloudKit (CKShare) · Anthropic Claude API · watchOS · Vision · PDFKit* In development

- Built an ~80K-line SwiftUI car-management app with an Apple Watch companion, iCloud sync and a 2,700-line Codable domain model for parts, maintenance, documents and tickets.

MyFitZ — *SwiftUI · SwiftData + CloudKit · WeatherKit · Vision · RealityKit · Claude + Gemini APIs · fastlane* TestFlight

- Built a ~92K-line SwiftUI + SwiftData wardrobe app across iPhone, Apple Watch and Vision Pro (RealityKit immersive closet) with CloudKit sync and WeatherKit outfit suggestions.

EARLIER WORK

C++ games (2010–11), Objective-C iOS apps (2012–14), Swift apps incl. MyFitZ (2015–17) and Would You Rather: TruthFinder (App Store, 2018). QA beta tester, Activision (2004).

EDUCATION

Self-taught software developer (2010–present: textbooks, WWDC sessions, online university lectures) · Coursework at Los Angeles Trade-Technical College (2009) and El Camino College (2008)