Manu Carrasco Molina
visionOS & iOS Developer since 2008

Düren, Germany. Driving Licence and Car.
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Swift since 2014
SwiftUI since 2019

I speak:

French	Mother tongue
English, German, Spanish	Fluent
Italian, Dutch	Basic

Other Technologies/Skills:

macOS	Git	Notifications	Address Book
CoreData	StoreKit / In App Purchases	Game Center	Photos API
WebKit	tvOS	watchOS	XMPP
JSON	RSS	CI / CD	Core Animation
CorePlot	MySQL / MariaDB	PostgreSQL	Terminal

Some Companies I worked for (See next page):

Apple	Klingel / KMO
Certgate (AirID)	LinkedIn / Video2Brain
DeepUp	Mediabox
Deutsche Telekom	Misereor
e.GO Digital	Orange / France Telecom
Emakina	Rheinfabrik GmbH
GFU Cyrus AG	Sandmann Verlag
Grandcentrix	Seven Principles (7P)
Groupe Lagardère / Jadeti	SolarDashboard / Tapwork
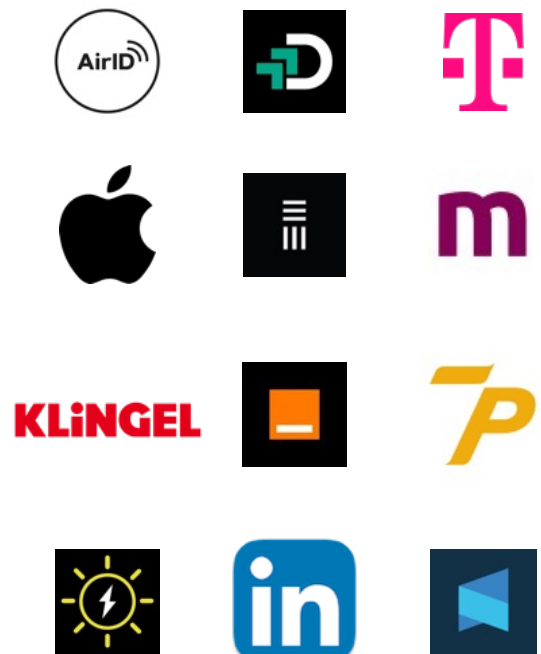
Besides being a developer, I also:

⌘ Teach Developing for Apple Platforms, online & onsite
⌘ Write & Speak about Apple Technologies
⌘ Ran Conferences for iOS & macOS Developers
⌘ Tried to run for the European Parliament in 2023 🇪🇺

Karma-based API on Apple Platforms
Building Privacy Into iOS and macOS Apps
Manuel Carrasco Molina
Apress®

Having Visions with eyeOS
Legalised already
carrascomolina.com/speaking
stuff@mastodon.social
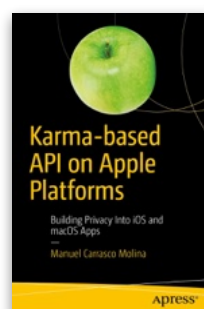
Some of the last projects / companies I worked for in 2014-2024

2024: Conference Organizer of vOSConf.com

In 2012 I started Objective-Cologne: the first International Conference for iOS Developers in continental Europe. It went to become **SwiftConf**, which still exists today and is run by 7P, where I worked until 2017. Late 2023 I decided to re-run a conference of my own, this time mainly **about the Vision Pro and SwiftUI**.

2023: visionOS Developer @ [confidential]

Just after the visionOS Beta SDK was released, a company approached me to port one of their software to visionOS. I built a Proof Of Concept, hand it over, and they kept on developing it internally.

2023: Alby Mac and iOS Extension

Alby is a digital wallet for Bitcoins. You can pay for such things als Podcasts or else. They already had a Web Extension and asked me to first port it to Safari on the Mac and later on to iOS, iPadOS and visionOS.

2021-2022: Senior SwiftUI Developer @ DeepUp.ai

DeepUp built an innovative Hardware + Software Solution that allows to scan the underground pits that are dug to put all kind of cables (electricity, internet, …) as well as Gas and Water pipes. They can make a 3D Map of the underground, in centimeter-precision. I was hired as their first official iOS Developer because of my already (back then) 2 years experience with SwiftUI.

Since 2020 :: iOS Teacher for GFU.NET (Freelance)

I love teaching and I was happy they contacted me to teach a 5-day course about developing for iOS. After teaching the basics of the Swift Language we start with how to use SwiftUI, peeking at UIKit now and then when needed.

2020-2021 :: Senior SwiftUI/iOS Developer for COPATec

Worked on a Fitness App being sold to big Sports Club like e.g. Bayern Munich so they can track their fitness training. The backend communicates to their fitness machines and the App (fully done in SwiftUI!) displays different goals.

Sept-Nov 2020 :: iOS Teacher for Apple Foundation Program

Apple teaches in some countries people that are looking for a job and are willing to become iOS Developers. It's a very basic 4 weeks course about Ideation, App Design, Swift and SwiftUI.

Mai-October 2020 :: SwiftUI Developer @ Klingel (Freelance)

I worked on a series of white label Apps like Impressionen or other brands that belongs to the Klingel group. It was an hybrid App still using a built-in browser with a lot of Web content and became over time a mostly native app, mostly built with SwiftUI.

## Since 2019 :: Apple Developer @ Tapwork — SolarDashboard

A Good Friend asked me to step in in the development of an App for Solar Panels. This is all built with SwiftUI and Combine, and has not only an iPhone & iPad (and Apple Watch) App but also a Mac Version, thanks for Mac Catalyst. **Find it here.**

2019 :: Senior Lead Apple Technologist @ e.GO Digital

e.GO Mobile is a local company (Aachen) which builds an affordable electrical car mostly made for the city. Being myself driving an electrical car since January 2019 I accepted an offer to work for e.GO Digital, which is the "App maker" of e.GO. They build apps for e.GO but not only. I was kind of an "iOS CTO". Although I was developing myself I mostly spent my time managing 3 junior developers and making decisions. The end product I produced was called "e.GO on Demand" but I also worked on "Talking Cards".

Since August 2019 :: Karma-based API on Apple Platforms, Book
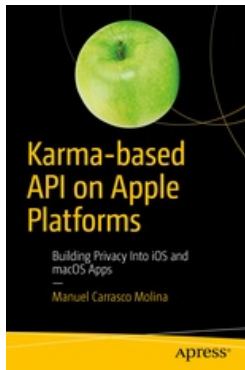
After I gave a talk about Privacy on iOS during AltConf in San Jose, California, in 2018 (this independent conference is organised during WWDC) Apress approached me to ask me if I was willing to write a Book about the subject.

It ended in over 230 pages about the subject.

I regularly speak at events - check out **carrascomolina.com/speaking**.

In 2018 alone I spoke @SwiftConf, @iOSDevUK, @iOSCon, @SwiftHeroes.

2017-2019 :: Apple Technologist (Lead iOS Dev) @ certgate

I was hired by Certgate active in the security field so I can put my expertise in the iOS field (over 9 years back then) into their products, mostly OneKeyID and AirID.

I spent 19 months mostly working on their Frameworks that we delivered to customers integrating their Apps or environment with our Smart-Card Based products.

2014—2017: Apple Technologist (Lead iOS Developer) @ 7P

Seven Principles AG, a 650-employee company, hired me as their first official dedicated iOS Developer. Now in 2016 I'm working with other iOS Developers as well as Android & Backend Developers. We work for important clients like German Post/DHL or Vorwerk. On top of that, 7P let me organize SwiftConf.com, my yearly conference, under they name/budget.

From the get go I dealt with 7P to be able to do some contract work aside. It means I can't do onsite contracts (e.g. 1 month or longer) but it's totally feasible for me to work remotely in the evenings, week ends, and whenever needed ask for a holiday so I can work on an aside project.

Previous experiences?

After getting my CS Degree in 1997 I worked on various Software Developing Fields and started fully developing for Apple Platforms in 2008, when the iPhone arrived. I also built 2 Mac Apps of my own (now retired).

If you want to take it way back, I actually started programming on my Commodore-64 in 1987 :-)