

Angel Ricardo Nieto García

San Jose, CA 95128 • +1 408-345-3557 • angelricardoh@gmail.com

Staff Software Engineer (ex-Apple) with 14+ years of experience building system level mobile features and high performance applications used by millions. Specialized in consumer facing applications, sensor driven systems, real time pipelines, and performance optimization, delivering up to 66% memory reduction and 33% performance improvements. Strong cross functional collaborator across firmware, ML, and UX.

SKILLS

- Swift UI, Swift, Objective-C, C/C++, Python, UIKit, CoreMotion, CoreML, ARKit, Vision
- Concurrency (GCD, async/await) multithreading, multi-process systems
- Performance optimization, low power design, profiling
- Mobile architectures (MVC, MVP, MVI, Clean, The Composable architecture TCA)
- Claude code, ChatGPT optimizations
- REST APIs, GraphQL, CI/CD, unit testing

WORK EXPERIENCE

PayPal Inc – San Jose, CA

January 2026 – Present

Senior iOS Software Engineer

- Led Home, Shopping and Rewards teams across Buy Now Pay Later, Analytics, Subscriptions, and PayPal+ in UK, Germany, and US, managing 20 engineers across multiple teams in Consumer organization.
- Enhance core shopping flows in a large scale consumer app, ensuring reliability and performance.

Apple Inc – Cupertino, CA

December 2021 – January 2026

Senior iOS Software Engineer

- Delivered production critical features for iOS and watchOS used globally, including system level gesture handling and sensor-driven user interactions.
- Led performance optimization efforts, reducing memory usage by ~66% through data compression and architectural improvements.
- Built internal iOS and watchOS tools to visualize, log, and replay sensor/ML states, significantly improving debugging efficiency.
- Developed Apple Watch and iOS apps to stream, process, and visualize sensor fusion data in real time.
- Implemented multi process and multi threaded data pipelines to support motion and precision finding features, reducing phone search time by ~33%.
- Collaborated across platform, ML, firmware, and UX teams to ship features meeting strict reliability and power constraints.

Globant LLC – Miami, FL

September 2015 – July 2019

iOS Tech Lead

- Led architecture for large scale apps (Disney, Royal Caribbean, United Airlines)
- Designed and maintained shared iOS frameworks used across multiple apps and teams.
- Built shared frameworks and delivered payments, ticketing, AR, and UI systems
- Mentored engineers and improved development and testing practices

Earlier experience

July 2011 – December 2021

- Senior iOS Engineer across University of Southern California, Schibsted Media Group, Hewlett-Packard, and others (consumer + enterprise apps)

EDUCATION

University of Southern California, Master of Science in Computer Science (AI specialization)

May 2021

Instituto Politécnico Nacional, Bachelor of Engineering in Computer Systems

June 2012