

Pol Piella Abadia



Salford, United Kingdom

+44 (0) 7759769444
hi@polpiella.dev

IOS Developer

Passionate iOS developer with over 4 years of experience in the industry, looking for a senior role. I have experience working in apps with millions of users and working in agile, cross-discipline software development teams. I do also like getting involved with the iOS community and write articles regularly in my blog.

Links

[Blog](#)
[Github](#)
[Twitter](#)

Employment History

1 Senior iOS Developer

BBC iPlayer, Salford

June 2022 – Present

As a senior engineer I took more of a leading role in the architecture and drive of new features. I also started mentoring an engineer from a different team and got involved in leading a cross-product guild aimed at exploring how we could more effectively use SwiftUI across our products.

2 iOS Developer

BBC iPlayer, Salford

September 2021 – June 2022

Worked in a team of iOS engineers focused on maintaining and developing new features for the iPlayer app, consumed by millions of monthly users in the UK. During my time here, I have worked in multiple modularisation projects and effectively dealing with legacy Objective-C code, as well as doing a lot of work to improve the CI systems and being part of the cross-product CI guild.

3 iOS Developer

Student Beans, Manchester

April 2020 – September 2021

Worked on a very fast-paced environment releasing new features and refactoring legacy code to bring it up to speed with our coding standards. I lead projects such as implementing a fully-fledged A/B testing and remote config system in our iOS client as well as improving our CI pull requests pipelines to automate processes such as linting, inline warnings, etc.

4 iOS Developer

Music Tribe, Manchester

July 2018 – April 2020

Worked on developing companion apps for music technology products such as mixing desks and audio interfaces. As well as developing a native iOS application using Swift, I worked on a React-based login flow that run within a Chromium embedded browser in a mixing console.

