Manu Carrasco Molina
visionOS & iOS Developer since 2008

Düren, Germany. Driving Licence and Car.
+49 160 36 55 761, m@carrascomolina.com
Belgian, 22.3.1976

Swift since 2014
SwiftUI since 2019

CV Updated in March 2026

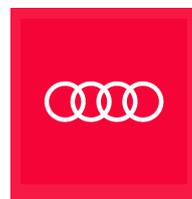## Technologies/Skills

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

Some Companies I worked for

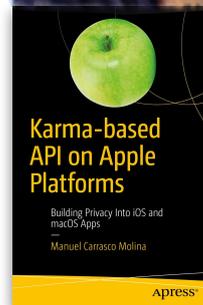|	
Apple	Klingel / KMO
Certgate (AirID)	LinkedIn / Video2Brain
DeepUp	Mediabox
Deutsche Telekom	Misereor
e.GO Digital	Orange / France Telecom
Emakina	Quartett mobile / VW
GFU Cyrus AG	Sandmann Verlag
Grandcentrix	Seven Principles (7P)
Groupe Lagardère / Jadeti	SolarDashboard / Tapwork

I speak/read/write

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

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

Some of the last projects / companies I worked for in 2014-2025

2020-2021 and 2024-2025 :: Senior SwiftUI Developer @ COPATec

In 2020, I worked on a Fitness App called "GYMReport" being sold to big Sports Club like e.g. Bayern Munich so they can track their fitness training. The backend communicated to their fitness machines and the App (fully done in SwiftUI!) displayed different goals. Since 2024, I work on a an App called "Lactate Express" which has similar inspirations but different goals, but it's still targetting the same customers in the sports

March-September 2024: Senior iOS Developer @ Quartett mobile GmbH

After having tried different things in 2023, I was happy to come back to the front field of iOS Development at this company which is a 100% subsidiary of **Cariad**, itself being 100% subsidiary of the **Volkswagen** Group. I work on the myAudi App with many other talented iOS & Android Developers, as well as inspecting the other options that Apple gives us like the Vision Pro or Apple Watch.

Since 2023: visionOS Developer / Vision Pro Expert

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.

I also talk and give workshop regularly at conferences about the topic.

2023-2024: Alby Mac and iOS Extension

Alby is a digital wallet for Bitcoins. You can pay for such things as 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. Part of my role was to build a Library for the App which would be used as a Swift Package Manager from App Developers.

Since 2020 :: iOS Teacher for diverse reknown customers

I love teaching and I have been doing it since 15 years with/for companies like GFU, Alcatel, PLB, Pirelli and the German Police. I teach a 5-day course about developing for iOS, mostly in SwiftUI, but also looking at how the use the Swift Package Manager to create our own libraries.

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. I attended a training at Apple that will allow me to teach 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.

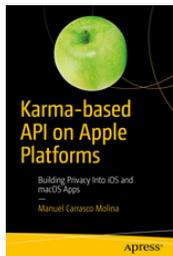## Since 2019 :: Apple Developer @ Tapwork — SolarDashboard

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.

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

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. We worked for important clients like German Post/DHL or Vorwerk and organized SwiftConf.com, a yearly Swift/iOS conference.

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 :-)