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## SENIOR iOS DEVELOPER

### PROFILE

I am a senior mobile developer with a Master's Degree plus 8 years experience and a real passion for mobile application development. While specialized on the iOS platform, I have also had the chance to discover other platforms such as Android and Windows Phone.

### SKILLS

**Mobile Development:** Objective-C & Swift (iPhone/iPad/Watch/TV), Java (Android & J2ME), C# (Windows Phone 8)

**Frameworks:** AFNetworking, MagicalRecord, DeepLinkSDK, CrittercismSDK, SDWebImage, ...

**Tools:** Git, SVN, JIRA, TFS, Crashlytics, Cocoapods, HockeyApp, TestFlight, Xcode, Eclipse, ...

**Web Development:** WordPress, HTML, PHP, JavaScript

**Databases/API:** (SQL, PL/SQL, MySQL, SQL server), REST, XML, JSON

**Design:** Merise, UML, MVC, MVVM, VIPER

### EDUCATION

**2008: Master degree** in computer science at Montpellier 2

– Software Engineering Specialty

**2006: Bachelor's degree** in computer science at Toulouse 2 Mirail

– New Information Technologies for the Enterprise Specialty

**2004: Two-year technical degree** at Lycée J. Moulin Béziers

– Network Administrator Specialty

**2000: High School diploma** in Science at Lycée A. Loubatières Agde

– Mathematics Specialty

### EMPLOYMENT HISTORY

**04/2016 – Now: Senior iOS Developer at Agoda.com (Bangkok, Thailand)**

**Mobile Development: iOS (Objective-C, Swift)**

– Part of the « Maintenance/New features » team while following agile methodology,

– Used MVVM and VIPER pattern,

– Created Unit tests and UI tests, Used Git & formal code reviews.

**12/2015 – 02/2016: Senior iOS Developer at SafetyCulture.io (Sydney, Australia)**

**Mobile Development: iOS (Objective-C)**

- Part of the Maintenance/Improvement team while following agile methodology,
- Used Git to source control the project & formal code reviews.

**09/2014 – 09/2015: iOS Lead Developer at Visuamobile.com**  
**Mobile Development: iOS and Android (Objective-C, Java)**

- Designed and implemented UI in MVC pattern by different method including Storyboards, NIBs and custom code,
- Using Auto Layout as well as Adaptive layout to modernise the app interface,
- Used Git/svn to source control the project & CocoaPods dependency Manager,
- Used tools such as Instruments and Crashlytics to prevent applications from defects like crash and memory leaks,
- Communicated with the back-end develop team,
- Worked on Core-Data database to persist fetched data from the back-end with AFNetworking,
- Responsible for fixing various irregularities, bug fixes and improvement of iOS/Android applications,
- Pre-sales and code insight,
- First app with Today and Watchkit Extensions, written in Swift.

**06/2014 – 08/2014: iOS Lead Developer at Vente-Privee.com (through id.apps)**  
**Mobile Development: iOS (Objective-C)**

- Actively participated in debugging the app,
- Used tools such as Instruments and Crashlytics to prevent applications from defects like crash and memory leaks,
- Maintenance and improvement of native code for iOS applications,
- Focused on fixing various irregularities, bug fixes and stability and speed improvement,
- Adding the last features for the application main update.

**01/2013 – 05/2014: Mobile Lead Developer at Emakina.fr (Paris and Limoges)**  
**Mobile Development: iOS, Android and WP8 (Objective-C, Java, C#)**

- Full life cycle iOS/Android development, experience with Stores, ad hoc and in house Distribution,
- Responsibility for the quality of the code and the overall quality of the applications,
- Used Git/svn to source control the project & CocoaPods dependency Manager,
- Worked for 1 project in a team of 5 developers while following agile methodology,
- Mentored junior developers via pair programming and formal code reviews,
- Communicated with the back-end develop team, UI Integration, Webservice integration and Third party SDK's integration,
- Work with designers to identify and eliminate overly complicated elements from mock ups before implementation,
- Learning, development and distribution of a first application Windows Phone 8.

**09/2010 – 11/2012: Technical Responsible at boom-mobile.ch (Geneva Switzerland)**

**10/2008 – 08/2010: Mobile Developer at boom-mobile.ch (Geneva Switzerland)**  
**Web and Mobile Development, SI Management (Objective-C, Java, PHP, JavaScript)**

- Full life cycle iOS/Android development, experience with Stores, ad hoc and in house Distribution,
- Participating in design discussions of new applications and working on making the app interface more users friendly,
- Involved in end-to-end app, including project scoping, wireframing, server-side API designing, etc,
- UI Integration, Webservice development and integration using PHP, JSON, XML, Parse SDK,
- Maintenance/Fixing/Improvement/Performance optimization of native code for applications,
- iOS Version upgrades and MRC to ARC,
- Information System Management.

**03/2008- 09/2008: Final internship studies at boom-mobile.ch (Geneva Switzerland)**  
**Web and Mobile Development, SI Management**  
**(iPhone: Objective-C, J2ME, PHP, JavaScript, Bluetooth push, SMS and SMS premium)**

- Information System Management (recast web site, e-mail management, user accounts).
- Concept, feasibility studies, development and distribution of small J2ME games (jackpot, Shoot'm up).
- Bluetooth push Campaign (bypassing the operators, communication and content distribution to mobile using Bluetooth).
- SMS Campaign (sent by mass SMS) and premium SMS (required fee)
- Objective-C learning and first iPhone application.

**During 2007: boom-mobile.ch (Geneva Switzerland)**  
**Mobile Development (Java: J2ME, flash-lite)**

- Concept, feasibility studies and development of J2ME mobile applications (weather RSS reader, horoscope, etc).
- Mobile wallpaper realization in flash-lite (e.g.: time giving watch)

## INTERETS & HOBBIES

Languages: French (native language), English (professional skills)  
Motorbike, swimming, running, Martial Arts (kick boxing, krav maga and vale tudo)  
Backpacker trips: India 3 months, Thailand 1 month and Indonesia 1 month

References are available upon request.