

Jean Baptiste STEVENARD

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iOS SOFTWARE ENGINEER

PROFILE

I am a iOS Software Engineer with a master's degree plus a decade of 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

3rd party SDK/API integration, App Store Submission, Cocoa Touch, cocoapods, communication, Debugging, Design & Code Review, Fastlane, GIT, iOS SDK, iPhone/iPad/Watch/TV, Mentoring, Multi-threading, MVC/MVVM/Viper, Networking, Objective-C, OOP, RESTful, Software Development, Swift, Teamwork, Test & debug code, Testing UT/FIT/UI, Beta, Troubleshooting, UI/UX, Xcode, XML/JSON, ...

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

04/2021 – present: iOS Software Engineer at TikTok (Singapore)

Mobile Development: iOS (Objective-C, Swift)

– Part of the “IM” team, to build social interaction between users

04/2016 – 03/2021: Senior iOS Developer at Agoda.com (Bangkok, Thailand)

Mobile Development: iOS (Objective-C, Swift)

– Part of the “Account”, “Property” then “Flights” cross platform Scrum team,

– Used MVVM and VIPER pattern,

– Refactor and Porting Obj-c to swift,

– Designed and implemented UI by NIBs and custom code with Auto Layout,

– Created Unit tests and Automation tests,

– Used Git to source control the project & 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 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 crashes 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 crashes 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/eliminate overly complicated elements from mock ups,
- Learning, development and distribution of a first application Windows Phone 8.

03/2008 – 11/2012: 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,
- 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.

INTERETS & HOBBIES

Languages: French (native language), English (professional skills)
Motorbike, hiking, fitness, running, martial arts, nutrition, travel