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Canada

Jean Baptiste STEVENARD

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iOS SOFTWARE ENGINEER

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, Multithreading, 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

10/2022 – present: iOS Software Engineer at Meta
Mobile Development: iOS (Objective-C, Swift)
– Part of the Core Ads Experience team, to improve ads performance

04/2021 – 07/22: iOS Software Engineer at TikTok (Singapore)
Mobile Development: iOS (Objective-C, Swift)
– Part of the "IM" team, to build social interaction between users, adding features to catch-up with competition.

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 applica-tions,
– 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