

Jean Baptiste STEVENARD

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SENIOR iOS DEVELOPER

PROFILE

I am a senior mobile developer with a Master's Degree plus 12 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)
Frameworks: AFNetworking, MagicalRecord, DeepLinkSDK, CrittercismSDK, SDWebImage, ...
Tools: Git, SVN, JIRA, TFS, Crashlytics, Cocoapods, Firebase, TestFlight, Xcode, Eclipse, ...
Databases/API: SQL, 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

12/2017 – present: Senior iOS Developer at Agoda.com (Bangkok, Thailand)
04/2016 – 07/2017: Senior iOS Developer at Agoda.com (Bangkok, Thailand)
Mobile Development: iOS (Objective-C, Swift)

- Part of the « Account » then « Property » 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 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.