PERSONAL INFORMATION

Radu Dan

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Sex Male | Date of birth 02/10/1989 | Nationality Romanian

JOB APPLIED FOR POSITION

Senior iOS Developer

WORK EXPERIENCE

May 2022 -- present

Senior iOS Developer (Freelancer)
Qonto, Paris, France, https://qonto.com/en

Software development philosophies, methodologies, frameworks
▪ Lean (Qonto Way), Clean Architecture, Clean Code, DRY, Modularization, DI.

Technology stack
▪ Version Control Tools: GitLab.
▪ CI/CD and app distribution: fastlane, Bitrise, AppStore Connect, Firebase, BrowserStack, Testflight.
▪ PM Tools: Notion.
▪ Programming languages: Swift, Ruby, Bash, Makefile syntax.
▪ IDEs: Xcode.
▪ Frameworks: Cocoa Touch, Swinject, Tuist, Sourcery, SwiftyMocky, CocoaPods, Realm, SwiftGen, Swift Lint, Snapshot Testing.
▪ Other tools: Sonar, Proxyman, Figma, Lokalise, Kibana, Zapier, Segment, Amplitude, HackMD, Whimisical, Sourcery, Slack.

Achievements and responsibilities
▪ Achieved zero QA returns (bugs found in the QA phase) for assigned tasks.
▪ Ensured code delivery at the highest standards, emphasizing high testability, achieving code coverage of over 95%, and maintaining zero defects.
▪ Successfully reduced build time execution on the CI for the primary workflow by 25%.
▪ Led technical interviews, administered skill tests, conducted debriefs, and participated in candidate assessments, contributing to the recruitment of seven iOS developers.
▪ Developed a feature enabling businesses to manage supplier invoices directly from the iOS app, catering to the monthly needs of thousands of users.
▪ Implemented a complex feature for the iOS app, allowing customers to add multiple VAT (Value Added Tax) to a transaction.
▪ Defined the modularization structure of the iOS codebase using Tuist.
▪ Actively served as a technical mentor and provided coaching to other colleagues.
▪ Conducted training sessions for the iOS team (50+ mobile devs), covering topics such as CLI tooling and Proxyman workshops.
▪ Prioritized quality and continuous improvement through the implementation of PDCA (Plan-Do-Check-Act) cycles.
Business or sector Finance, Banking, IT Software.

Aug 2018 – May 2022	**Mobile Guild Lead and Lead iOS Developer**

Deloitte Digital, Bucharest, Romania, https://www.deloittedigital.com/ce/en.html

Software development philosophies, methodologies, frameworks
▪ Agile, Iterative and incremental development, Kanban, Scrum, XP, TDD, pair programming, Clean Code advocate, SOLID, DRY.

Technology stack
▪ Version Control Tools: GitHub, GitLab, Azure, Bitbucket.
▪ CI/CD and app distribution: fastlane, Azure pipelines, AppCenter, Hockey, App Store Connect, Jenkins, Travis, TeamCity.
▪ Web frameworks: Vapor – server side Swift.
▪ PM Tools: Atlasian, Trello.
▪ Programming languages: Swift, Objective-C, Java.
▪ IDEs: Xcode, Android Studio.
▪ Frameworks: Vapor, Cocoa Touch.

Achievements and responsibilities
▪ Led the Mobile Community of the center, overseeing 30+ members.
▪ Served as the mobile technical lead for both Android and iOS, managing a team of 20 FTEs (Full-Time Equivalents) and acting as the go-to person to resolve channel-wide issues.
▪ Successfully navigated complex projects with 400-500k monthly unique users accessing the mobile apps, maintaining an outstanding 4.8 – 5.0 stars rating.
▪ Assured end-to-end solution design and created solution proposals.
▪ Owned the technical design of various features within the mobile applications.
▪ Shouldered the responsibility for mobile releases, ensuring smooth and efficient deployment processes.
Business or sector IT Software, Consulting

Sep 2016 – Aug 2018	**iOS Developer**

DB Global Technology, Bucharest, Romania, https://www.db.com/

Software development philosophies, methodologies, frameworks
▪ Agile, Iterative and incremental development, Scrum, BDD, Planning Poker.

Technology stack
▪ Programming languages: Swift, Java, Bash.
▪ IDEs: Xcode, Android Studio, IntelliJ.
▪ Frameworks / SDKs: Cocoa Touch, Cucumber, Quantum Dev Kit, AFNetworking, Crypto Swift.
▪ Web Services: Rest.

Achievements and responsibilities
▪ Developed four key features for the DB Mobile App.
▪ Ensured quality assurance by writing Unit and UI tests.
▪ Implemented and utilized a branching strategy for managing multiple releases.
▪ Conducted code reviews via pull requests to maintain code quality standards.
▪ Played a crucial role in the interview process, conducting technical job interviews for iOS positions.
▪ Developed the core components of the Automated Testing Framework and authored automated tests.
▪ Produced scripts for triggering builds in the CI server, streamlining the build process.
Business or sector IT Software

March 2016 – September 2016	**Team Lead**

Open Digital Sevices (ex-Beler Soft), Bucharest, Romania, https://www.open.global/

Achievements and responsibilities
- Developed estimations and time frames for incoming projects.
- Generated technical specifications and project documentation.
- Strategically split projects into tasks and subtasks, assigning them to team members for efficient execution.
- Oversaw the delivery of releases, conducted deployments, and ensured quality assurance for the product.
- Mentored and coached junior developers to foster their professional growth.
- Conducted code reviews to maintain and enhance code quality.
- Engaged in research to identify and introduce new technologies, integrating them into the development process.
- Developed internal frameworks, established coding standards/guidelines, and selected development design patterns for the mobile team.

Business or sector IT Software

May 2013 – March 2016	**iOS Developer**

Open Digital Sevices (ex-Beler Soft), Bucharest, Romania, https://www.open.global/

Software development philosophies, methodologies
- Waterfall.

Technology stack
- Programming languages: Swift, Objective-C, Java, Bash.
- IDEs: Xcode, Eclipse, Android Studio.
- Frameworks / SDKs: Android SDK, Cocoa Touch, Core Data, Core Bluetooth, Store Kit, Event Kit, Core Location, GPUImage, Swifty Json, Google Analytics.
- Web Services: Rest.

Achievements and responsibilities
- Played a crucial role in all project stages, from concept development to publishing on App Store and Google Play.
- Integrated In-App Purchases (IAP) with consumable products in two iOS applications.
- Utilized CocoaPods to integrate dependencies for three iOS applications.
- Implemented support for Push Notifications, including configuring and creating certificates for three iOS applications.
- Integrated Google Cloud Messaging (GCM) in two Android apps.
- Developed an iOS app that utilized Bluetooth Low Energy (BLE) for communication with an external device.
- Created scripts to automate the iOS IPA build process, streamlining the build pipeline.
- Developed and actively contributed to over ten iOS apps.
- Contributed to the development of three Android apps.
- Developed two Mac OS apps, showcasing versatility in cross-platform development.

Business or sector IT Software

August 2011 - May 2013	**Mobile Developer**

Inside Media Communication, Bucharest, Romania, https://www.softwareimc.com/

Software development philosophies, methodologies
- Waterfall.

Technology stack
- Programming languages: Objective-C, Java, PHP, JavaScript, HTML5.
- IDEs: Xcode, Eclipse, MyEclipse, Titanium.
- Frameworks / SDKs: Android SDK, Cocoa Touch, Core Data, Store Kit, Event Kit, Core Location, Core Graphics, Quartz Core, Audio Toolbox, Google Gson, SBJson, AdMob, Google Analytics, Sencha Touch, Titanium SDK.
- Web Services: SOAP, Rest.

Achievements and responsibilities
- Played a pivotal role in all project stages, contributing from the conceptualization phase to publishing on both the App Store and Google Play.
- Integrated In-App Purchases (IAP) with consumable products in one iOS app.
- Implemented support for Push Notifications, handling configuration and certificate creation for two iOS apps.
- Integrated Cloud to Device Messaging (C2DM) in one Android app.
- Developed custom widgets for Android, including a month calendar widget.
- Actively participated in the development of over ten iOS apps.
- Contributed to the development of more than three Android apps.
- Developed two cross-platform apps, showcasing proficiency in both iOS and Android ecosystems.

Business or sector IT Software, Outsourcing

July 2009 - August 2009

Internship

Gunicom Eurosys, Bucharest, Romania, https://www.gunicom.ro/

- Provided technical assurance for installation operations, services, and hardware/software across computing technologies, including PCs, networks, websites, and applications.
- Assured the execution and quality of PC repairing and assembly processes.
- Led the installation of UTP networks and optical fiber, ensuring optimal functionality and performance.

Business or sector IT Hardware, Electronics

EDUCATION AND TRAINING

2012 - 2014

Master's Degree in Virtual Reality   EQF 7

The Faculty of Automatic Control and Computer Science, University Politehnica of Bucharest

- Courses: Developing Virtual Reality Systems, 3D Modelling, Volume Visualization and Computer Animation Techniques, Advanced Image Analysis, Multimedia Data Transmission in Computer Networks, Multimedia Systems, Programming Techniques for High-performance Graphics, Developing Graphical Applications for Mobile Devices, Analysis and Automatic Retrieval of Documents Data, 3D Graphics Engine in Real Time.
- Project for diploma:
  - Developed a complex video surveillance system using Computer Vision techniques, including facial recognition, motion detection using optical flow algorithms, and live streaming on Android devices.
- Other projects:
  - Implemented terrain render and generation using large heightmaps with OpenGL, shaders, geometry clipmaps, view frustum culling, skyboxes, Phong model for illumination, texturing, and an external terrain editor.
  - Developed a graphic engine from scratch in Java, incorporating OpenGL, meshes, 3D Math module, input and output events, FPS camera, light model, and scene management.
  - Created an image edge detection application for Android devices using an algorithm similar to Canny to extract edges from real-time images captured by the smartphone's camera.
  - Implemented indoor localization using barcodes and QR markers in an iPhone application.
  - Developed an iPhone OCR application utilizing Tesseract and OpenCV.

2008 - 2012

Bachelor of Engineering (BEng), Applied Informatics   EQF 6

The Faculty of Automatic Control and Computer Science, University Politehnica of Bucharest

- Courses: Artificial Intelligence, Web Applications, Multimedia Applications, Databases, Computers Architecture, Embedded Systems, Java Programming, Object Oriented Programming, Data Transmission.
- Project for diploma:
  - Developed a system for extracting text from images using a mobile camera, with the innovative feature of rendering the extracted text into sound. This project aimed to assist individuals with visual impairments by providing audible representation of the text content captured by the camera.

2012

Mobile Apps Programmer

Credis Academy, Bucharest, Romania

- Acquired a solid understanding of programming fundamentals and mobile application development concepts.
- Specialized in advanced Android programming techniques.
- Possessed knowledge in 3D graphics and expertise in designing user interfaces for mobile phones.
- Proficient in optimizing web applications for mobile devices.

2008   ## Database Design and Programming with SQL

Certification - Oracle Academy

- Designed databases from the ground up using conceptual modeling techniques.
- Demonstrated the ability to write a diverse range of SQL queries for analyzing and manipulating databases in powerful and meaningful ways.
- Successfully implemented and showcased practical database solutions for businesses and organizations.

2004 - 2008   ## High School Diploma   EQF 5

"Nicolae Iorga" High School - Bucharest, Romania

- Profile: Mathematics and Informatics, Romanian - English bilingual.
- Subjects: Mathematics, Informatics, Physics, English, Geography, History.

PERSONAL SKILLS

Mother tongue(s)   Romanian

Other language(s)

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
English				
C2	C1	B2	B2	B1
Certificate for professional skills - advanced level language skills in English				
French				
B1	B1	B1	A2	A1

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user
Common European Framework of Reference for Languages

Communication skills
- Excellent verbal and written communication skills, proven by my experience to work within complex projects, large organizations and as part of cross-functional teams.

Leadership skills
- At Beler Soft, led the Mobile team consisting of 10 FTEs.
- At Deloitte Digital Romania, led the Mobile Guild, overseeing a team of 30+ FTEs.
- Within client projects, assumed diverse leadership roles such as Lead iOS, Mobile Lead, Tech Lead, and Team Lead, managing cross-functional teams ranging from 10 to 20 FTEs.

Mentorship and Coaching
- Managed the local mobile practice at Deloitte Digital, focusing on crafting leaders and contributing domain expertise.
- Actively participated in career paths and provided technical training through dedicated one-on-one sessions with colleagues at Beler Soft, Deloitte Digital, and Qonto.

Strategic business thinking
- As part of Deloitte Digital, I enabled the organization to grow its mobile capability by 50%, maintaining a low attrition rate.