DANIEL BEDRICH

MOBILE DEVELOPER

ABOUT ME

I have been working in Front-End and Mobile development since 2015 and have already implemented various projects for web, Android and iOS in small and large teams.

CONTACT

info@daniel-bedrich.dev

SKILLS

Languages:

Swift, JSON, HTML, CSS, JavaScript, TypeScript

Frameworks:

iOS, SwiftUI, React, React Native, React Redux, Bootstrap

Programs:

Xcode, Git, GitTower, GitHub, VS Code, Jira

REFERENCES

daniel-bedrich.dev

apps.apple.com/de/developer/daniel-bedrich/id1533246847

github.com/hebrasco

PROJECTS

UMBRELLA

Task management tool. Create and manage tasks of different projects. Tasks are managed in self managed boards, sprints and milestones. A label, due date, milestone, estimated and actual time, priority and more can be added to a task.

INSTERS

A photo filter app. Import photos from your photo library and choose from a variety of color filters to apply. If applied, you can export the photo back to your library.

BLOOM - COUPLES APP

View

A date counter app, for the time past since a certain day. The app offers widgets. Furthermore, notifications are sent at certain time periods. In addition, in-app purchases are implemented to remove advertisements.

RECIPES APP

Source Code

With his recipe app, you're able to create meal plans. There's a huge selection of recipes build in to choose from. Further, the ingredients can be exactly calculated based on the amount of people and can be added to a shopping list.

WORK EXPERIENCE

FRONT-END AND MOBILE DEVELOPER

Apr 2021 - present @ apicodo GmbH, Mainz

- Developed user friendly app and websites
- Fixed bugs from existing app and websites and implemented enhancements that significantly improved functionality and speed
- Developed dynamic and interactive app that ensured high traffic, page views, and user experience, increasing user growth by 10%

SOFTWARE DEVELOPER

Sep 2017 - Mar 2021 @ Daubit Programmierung Service GmbH, Wiesbaden

- Developed user friendly app and websites
- Developed pogram for automatic information gathering, resulting in an 50% time saving
- Developed VR game, resulting in revenue growth

EDUCATION

APPRENTICESHIP: IT SPECIALIST SOFTWARE DEVELOPMENT

Sep 2017 - Jun 2020

TECHNICAL BACCALAUREATE: INFORMATION PROCESSING AND BUSINESS

Sep 2015 - Jun 2017