

Alex Manzella

iOS ENGINEER

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24 yo. **iOS Developer** but I like any kind of Cocoa. Born in the Jailbreak scene to break stuff, explore and learn. Interested in **architecture**. Focused on **code quality**. Love great **UI/UX**. Like to work in **agile environments**. Passionate about **open source**. Constantly learning and sharing knowledge. Enjoy to work on challenging projects.

- 1 millisecond a day keeps the user away -

Runtastic

- Shape and Develop features for millions of users
- Built new features and app extensions (watchOS 1/2/3, Siri, ...)
- Drastically improved watch extension communication by creating an ad hoc Objects->Data serializer to reduce size up to 100 times
- Introduced MVVM and UI Routing in the team (15+ devs)
- Work closely with UI/UX team as the UI-guy of the Runtastic team
- Improved AutoLayout knowledge and "learned-by-doing" techniques to create "responsive" and adaptive layouts
- Micro-Framework oriented (pods)

GoodBarber

- Worked on the GoodBarber Engine (App Builder), architected to become thousands of different apps
- Engine was developed without ARC which improved my understanding of memory management
- Created Dynamic UI to adapt to user needs and be different in every app
- Built *MyGoodBarber* from scratch and integrated the App Builder Engine into it so that users could try their Apps directly inside MyGoodBarber
- Built *MyWMaker* from scratch, an app to manage websites/blogs created with WMaker (Web CMS)

Freelance

- Built Kakapo an open source project, written in Swift, that let you dynamically mock network responses and server behaviors
- Developed my architectural skills (e.g. MVVM, VIPER, ...)
- Started iOS development in the jailbreak community, developed some popular tweaks (<http://mpow.it/Tweaks>) and acquired knowledges about the system, the Objective-C runtime and advanced debugging techniques
- Self taught, continuously learning with side projects and working with other people

Skills

Swift
Objective-C
C

MVVM
TDD
Scrum

AutoLayout
UI/UX
CI