IOS ENGINEER

ex Idnzeld



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mpow.it



@manzopower



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, ...) working closely with Apple
- 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
- 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, ...)
- self taught, continuously learning and improving
- Started iOS development in the jailbreak community, developed some popular tweaks (http://blog.mpow.it/Tweaks) and acquired knowledges about the system, the Objective-C runtime and advanced debugging techniques
- Continuously learning with side projects and working with other people

Skills

Swift Objective-C **MVVM** TDD

UI/UX

Scrum

AutoLayout