

# MATHIS GAIGNET

IOS DEVELOPER

## SUMMARY

Self-taught iOS developer with 8 months of intensive Swift and SwiftUI learning. Transitioned from audio engineering to iOS development, bringing strong technical problem-solving skills and meticulous attention to detail. Successfully shipped an app to the App Store and developed multiple open-source projects showcasing clean architecture patterns. Passionate about Apple's ecosystem and eager to contribute to innovative iOS teams as a junior developer.

## CONTACT

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 Rennes, France

 [Portfolio](#)

 [github.com](#)

 [linkedin.com](#)

## SKILLS

- Swift / SwiftUI
- Clean Architecture
- RESTful APIs
- Git/GitHub
- Unit Testing
- Tools (Xcode, Instruments, TestFlight..)

## EDUCATION

### Bachelor's Degree in Audio Engineering

Ecole Supérieure de Réalisation Audiovisuelle (ESRA) • 2019-2024

## LANGUAGES

- French - Native
- English - Proficient
- Swedish - Basic

## EXPERIENCE

### iOS Developer

Nov 2024 - present

- Intensive self-study of Swift, SwiftUI, and other Apple frameworks.
- Built and shipped an iOS application to the App Store (A satellite tracker).
- Developed multiple open-source projects showcasing different architectural patterns and solutions.

### Audiovisual Engineer

City of Rennes • May 2024 - Aug 2024

- Audio, lighting, and electrical systems setup for summer festivals and concerts across Rennes venues.
- Integration of multi-format AV systems and real-time technical troubleshooting during live events.
- Load-in and load-out operations with strict deadline compliance for large-scale productions.
- Technical support for event production teams and visiting artists.

### Stage Technician

Techniq'Show • Dec 2023 - Mar 2024

- Installation and configuration for major concert venues (Nantes Zenith, Rennes Liberté)
- Technical setup for specialty live productions including ice shows (Holiday on Ice)
- Load-in and load-out operations for live events
- Hardware setup, system optimization.