



MILICA KOSTIC

IOS DEVELOPER

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SUMMARY

Results-oriented iOS software developer with more than two years of experience. Five successful projects, and a strong background in CS. Constantly working on improving development skills in order to create the best apps, with clean code and reusable functionality.

Demonstrated ability to work collaboratively, maintaining a project as a single developer, and working directly with clients.

Computer science graduate from the Faculty of Mathematics, University of Belgrade.

WORK EXPERIENCE

LOTUSFLARE

MAR 2019 - PRESENT

iOS Developer

- Working as a core team member, developing a framework used by the solution teams to easily create mobile carrier customer care applications. The framework is comprised of: networking functionality, persistence, UI Library, OCR helpers, and various internal utility tools
- Worked in solution teams, developing applications for mobile carriers with tens of millions of users. Working on implementation and maintenance of a project (carrier customer care iOS app) as a single developer.
- Took a part in reorganizing the existing client-side architecture and improving Clean Swift templates for the company's needs
- Working on creating custom UI components with animations
- Took a part in maintaining an animation system to streamline the development of animation heavy applications (with automatically played animations on each scene)

iOS Developer

- Worked on outsourced projects: worked on implementation of new features on the existing app, as well as implementing two apps from scratch. Successfully published and maintained 3 apps.
- One of the key accomplishments on this role: worked independently, completed the first project within two months while getting mentorship by a senior colleague with a minimal supervision.

FACTORY WORLD WIDE

FEB 2018 - MAR 2019

PROJECTS

Clovery

iOS app for sending nice messages to random users. Integrated with Firebase Authentication and social networks login.

CoolCities

iOS app for discovering and bookmarking places around the world and meeting new people. Integrated Google Maps/Places among other things.

Festival Organizer, In progress

Implementing as a side project

Using ReactNative for front-end, and Python/Django for back-end. The basic functionality of the app is similar to Trello, with additional feature of tracking users location, using GoogleMaps and Firebase's realtime database.

TourGuide

iOS app for freelancing as a guide or getting tours as a tourist. Featuring group chat, group tours, Agora integration for live broadcasting, sharing, deep linking etc.

SpeedRacing Game

Project for faculty, course of graphics.

Racing game created with OpenGL and C. Scan conversion algorithm used for detection is a car on the road, and Catmull-Rom spline used for randomly generating a racing track.

Fantasy

Implementing as a side project

Using Flutter framework and language Dart, I've made a small app, similar to Fantasy football: choosing available players to create your team. Used Firebase auth

SKILLS

Languages/Frameworks

Swift, CocoaTouch, Dart, Flutter, ReactNative, Python, Django, SQL

Tools/Architecture

XCode, CocoaPods, Git, JetBrains ToolKit, Linux, Clean Swift, VIP, MVC

APIs

Firebase, Google Maps/Places, Social Network Integration (Google, Facebook, Twitter), AWS S3, Agora

Familiarity

Java, C, OpenGL, MATLAB, R, HTML, CSS, JS, Scala, Haskell, Prolog