



# MOHAMED ALI BEN YAAGOUB

Lead iOS Engineer • Software Developer • IT Expert

*Offering 5+ years of proven experience in architecting, designing, and developing highly performant iOS applications*

## PERSONAL CONTACT

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## AREAS OF EXPERTISE

### PROFESSIONAL SKILLS

- Software Engineering
- iOS Programming Languages/Tools
- Software Development Processes
- Database Management
- Agile Methodologies/Project Management
- Technical Report/Documentation
- Client-Facing Projects
- Continuous Process Improvement
- Application Development
- Development Level Testing.
- Domain Driven Design (DDD) And Test-Driven Development (TDD)

### PERSONAL SKILLS

- Creative critical thinking
- Self-starter with a strong work ethics
- Customer centric approach
- Problem Solving Skills
- Attention to detail
- Strong analytical skills
- Analytical skills
- Language Proficiency:
  - English Fluent
  - French Native
  - Arabic (Tunisian) Native

## PROFILE SUMMARY

Highly motivated, enthusiastic software engineer with strong working experience in software development life cycle, key iOS framework and technical leadership. Interact across multiple teams and possess a proven ability to generate innovative ideas, implement highly successful automated IT solutions. Give attention to detail, excel under pressure and meet deadlines. Seeking to obtain position at a respected organization that offers positive atmosphere to learn and implement new skills and technologies for the betterment of the organization.

## WORK EXPERIENCE

### EUROSPORT

Issy Les Moulineaux, France

#### Lead iOS Developer

March 2019-Present

- Manage the overall responsibility for code quality, reviews and development level testing, ensuring technical features are delivered to support all non-functional requirements.
- Translate technical designs into quality-engineered code using industry best practices and standards-based development
- Key decision maker in application architecture guidance and project planning and execution.

**Environment:** Swift, Objective C, MVC, SwiftLint, Fastlane, GoogleAd, Restful API, Crashlytics, JIRA, Agile methodology, Stripe SDK, Restful API, CircleCI, Gitflow

### NETATMO

Boulogne Billancourt, France

#### iOS Developer

February 2018-January 2019

- Worked in various phases of Software Development Life Cycle (SDLC) and assisted in translating findings into design documentation.
- Designed and developed a generic library that managed schedule.
- Developed, documented, and tested new product features and bug fixes while ensuring compatibility in all supported devices.
- Implemented a demo mode and mock data, driving code quality, organization and continuous integration.

**Environment:** Swift, Objective C, Viper Architecture, SwiftLint, Fastlane, SwiftGen, Homekit, Restful API, Crashlytics, Charts, JIRA, Agile methodology, Realm, Gitlab

### AVCONCEPT

Paris, France

#### iOS/ macOS Developer

March 2017-February 2018

- Actively participated in the development of the first autonomous and wireless video projector called, AiOResponsibilities.
- Successfully developed and completed the following projects:
  - An application that was built from scratch to remote AiO (MVC architecture).
  - An application on macOS that allows user share his screen wirelessly (Swift / C / OpenGL).
  - An application which allows controlling lift and motorized screens AiOControl (available on the AppStore) and architecture with MVVM, RXSwift.

**Environment:** Swift, C / C++, MVC, MVVM, RXSwift, SocketIO, TCP, OpenGL, WebSocket, WAC, Crashlytics, Stripe SDK.

## CORE COMPETENCIES

Strong communication skills working with development, design, and product teams

Passion to quickly learn new languages, technologies & tools

Willingness to voice opinions and provide recommendations in a collaborative decision-making process

Can mentor development staff on relevant iOS technologies

Experience integrating iOS applications to back-end services

Proficient understanding of GIT code versioning tools

## TECHNICAL SKILLS

iOS: Swift, Objective C, , Autolayout, RESTful web services, Profiling , Memory management, Optimisation, Core Data, Core Animation, Core Graphics and Core Text, UI, UX, Cocoa

iOS library: PromiseKit, RxSwift, Moya, Alamofire, SwiftGen, Reusable, Firebase, Fabric, AccountKit, Stripe SDK, Realm, Nimble, Quick

Android: Kotlin, Java

IDE Tools: Xcode, Instruments, Visual Studio Code, Android studio

Databases: MongoDB, MySQL

Languages: C / C++, Java, ReactJS

Operating Systems: macOS, Linux

Methodologies: Agile, SCRUM, TDD, Design Patterns, Continuous Integration, Gitflow

Web Technologies: ReactJS, Vapor

Network Protocols: TCP/IP, UDP, HTTP,

Source Control: Github, Gitlab

Build Tools: CocoaPod, Carthage, Package manager, Fastlane, Jenkins, CircleCI

Design Patterns: MVC, Viper, MVC, MVVM, Singleton, Observer, Dependency injection, Factory, Following Apple's design principles and interface guidelines

## BOUYGUES ENERGIE & SERVICE

Paris, France

### iOS Developer

November 2016-March 2017

- Worked closely with product developers in the development of a mobile application that indicate the exact position of a user within a building using the earth's magnetic field.
- Developed the application using agile methodology, and contributed to the company development standards.
- Built Indoor Geoloc IOS (Swift), an application which localize people indoor building, it uses magnetism sensor of mobile device. Uploaded on App Store
- Created Indoor Geoloc WEB (ReactJS), a platform web where the building manager can see in real time all people moving inside

**Environment:** Swift, SocketIO, Indoor Atlas, ReactJS, Alamofire, MVC, CoreData, Core Graphics, Core Text

## FREELANCE iOS

Paris, France

### iOS Developer / ReactJS / Nodejs

October 2015-November 2016

- Developed various projects for startup, managed time effectively, and worked on multiple project timelines simultaneously in a demanding deadline driven environment.
- Successfully developed and completed the following projects:
  - Wintegreat Website (ReactJS / Nodejs): Developed Wintegreat's platform from scratch. This is a platform that allows refugees to register to universities.
  - Piksa (Swift): The best app to get honest messages from your friends.

**Environment:** Swift, NodeJS, ReactJS, Moya, Promise, MVVM, MongoDB, Realm, AccountKit, Fastlane

## SOPHINFO

Paris, France

### Mobile app developer

October 2014-September 2015

- Successfully developed 1 application from scratch and maintained 2 other applications. Demonstrated proficiency with tool chains associated with mobile application development.
- Developed Houtchi from scratch; and available on play store (Android) MVC
- Added feature to Smice as offline mode, available on app store and play store (Java and Objective C)
- Restful communication webservices

**Environment:** Java, ION, Objective C, Stripe payment

## EDUCATIONAL QUALIFICATION

### EPITECH

Paris, France

### Masters of Computer Science in Information Technology

2012-2017

### AHLIA UNIVERSITY

Manama, Bahrein

### Masters of Computer Science in Information Technology

2015-2016

## ACHIEVMENTS

- Created a **protocol of mirroring from scratch** that allows user sharing screen through TCP socket (**Swift / OpenGL / C**)
- **Reduced by 2 usage of RAM of an app used by MILLIONS users**
- **8 iOS app** on the appstore
- **2 Website in react and nodejs**
- **1 Website and API with Vapor and AWS**
- **1 Android app** on the play Store
- Developed an innovative **iOS application** remoting radiators
- **Contribute to MongoKitten** an Native MongoDB driver for Swift, written in Swift