

# Curriculum Vitae



## Personal information

Family-name: Jovanovik  
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Family status: married, two children

## Education

Faculty of Computer Science and Engineering, Computer Science, (2012 - 2016)

## Personal skills and competences

As an iOS Developer with over 7 years of hands-on experience, I have successfully delivered a diverse range of applications, with a notable achievement in developing complex banking applications for discerning clients. I excel as a professional team player, demonstrating strong problem-solving skills and a proven track record across the entire software development life cycle – from requirements gathering to solution development, testing, and ongoing maintenance.

My excellent communication skills enable effective collaboration with clients and third-party service providers. I pride myself on my ability to quickly adapt to new technologies, embracing challenges with enthusiasm. Continuous learning is not just a choice, but a passion, and I approach each new development opportunity with a fearless mindset.

I am confident in my ability to contribute positively to any project, providing valuable expertise and fostering cooperative relationships. Let my experience and commitment to excellence elevate your team and contribute to the success of our future endeavors.

## Spoken languages

English fluent / B2

German beginner /A1

Serbian fluent / B2

Macedonian Native speaker

## Technical skill summary

Programming languages:

- Objective C
- Swift
- Kotlin(basics)
- Python(basics)
- Java(basics)

Frameworks:

- SwiftUI
- Cocoa Touch
- AVFoundation
- UIKit
- WebKit
- APNS
- Firebase(Analytics, Crashlytics, Push Notification)
- Version control system – GIT
- GoogleMapsSDK
- ComposeUI

Databases:

- CoreData
- Realm
- Mongo DB

Methodologies:

- Agile
- Scrum
- Unit Testing
- UI Testing

## Professional experience:

### **VPAR (April 2021 - present)**

As an iOS Developer at VPAR, I utilized a diverse range of technologies including Swift, SwiftUI, WatchOS, Realm, Cocoa Touch, Firebase, AVFoundation, WebKit, GoogleMaps SDK as well as employing SCRUM and Agile methodologies with Git version control systems.

VPAR, a seasoned company with over 9 years of market presence, entrusted me to contribute to their product, specifically the iOS and WatchOS applications tailored for golfers. These applications are designed to empower golfers to enhance their game through advanced features, comprehensive analysis, detailed reports, and more.

Within this role, I spearheaded the development of the WatchOS app, integrating several key features to streamline the usage of VPAR services for golfers. By leveraging my expertise in iOS development and familiarity with technologies such as Swift and SwiftUI, I ensured the WatchOS app provided a seamless and intuitive experience for users, complementing the functionality of the iOS counterpart.

Through collaborative efforts and adherence to Agile principles, I worked alongside talented team members to continuously refine and enhance the VPAR applications, delivering innovative solutions that meet the evolving needs of golfers and elevate their overall golfing experience.

Link to app:

<https://apps.apple.com/gb/app/vpar-golf-gps-scoring-stats/id432332692>

### **iBorn(March 2023 - present): Consultant (part-time)**

As a consultant at iBorn, I play a crucial role in the development and enhancement of two cutting-edge mobile applications. These applications leverage Bluetooth Low Energy (BLE) technology to achieve seamless connectivity with external devices.

#### **- Bliss app/Tuiss app**

As a member of the iBorn team, I contributed to the development of applications tailored for Hunter Douglas, aimed at enabling users to seamlessly control motorized window blinds via smartphones. My responsibilities included implementing a range of features to enhance user experience, such as precise blind positioning, the creation of custom scenes tailored to individual room preferences, and the integration of timer functionalities for automated blind control.

By collaborating closely with the team, I ensured the seamless integration of these features, ultimately delivering applications that provide users with intuitive and efficient control over their motorized window blinds, thus enhancing their overall comfort and convenience.

#### **- SafeNet**

In my role as an iOS app developer, I contributed to the creation of a cutting-edge application designed to enhance safety and support for individuals in potentially hazardous situations. Utilizing Bluetooth Low Energy (BLE) technology, the app seamlessly connects with compatible devices, such as buttons, enabling users to quickly request assistance when facing danger.

Furthermore, I played a key role in implementing a chat feature utilizing Firebase, facilitating real-time communication between users and their designated support network. This feature enhances the app's functionality by providing users with a platform to communicate their needs and receive timely assistance.

Link to apps:

<https://apps.apple.com/mk/app/bliss-smart-blinds/id1496966822>

<https://apps.apple.com/us/app/tuiss-smartview/id1611358304>

<https://apps.apple.com/mk/app/your-safenet/id1437995521>

**MAK-System (July 2020 - September 2021)** Employed on position IOS Developer.

Using technologies: Swift 5, Swift UI, Realm, Cocoa Touch, Firebase.

Established in 1984, MAK-SYSTEM's vision is to design, develop, and deliver globally best-of-breed software to manage Blood, Plasma, Tissue, and Cells from end to end using the best technologies and functionalities for the patient's benefit. Our software solutions continuously support the digital transformation of organizations.

- I worked on native mobile application for internal usages for company huge client from USA. Application is for transport blood and blood products between hospitals in USA. In this application I used MVVM software architecture pattern, Swift language, Realm, Cocoa Touch, Firebase, AVFoundation, SCRUM, at start we used SVN for version control and after that I uploaded my code to GIT repository. I was included in whole process from coding, making TestFlight builds and set for review to Apple for production.
- Second application that I make is for blood donations, searching nearest blood donation stations, getting newest information from world health organization, getting statistics from your all donations, etc. There I use Swift 5, SwiftUI, Realm, Cocoa Touch, Firebase, WebKit, AVFoundation, Agile and Git.

**Stadia Connect (November 2018 - July 2020)**

Employed on position IOS Developer.

Using technologies: Objective C, Swift 4, Realm, Cocoa Touch, AVFoundation, WebKit, Firebase, Git.

- Stadia Connect is a European company with offices in four different countries (Netherlands, Germany, UK and Macedonia), here is how their team wants to explain their job:

Sport has always been our passion. But we felt that the organisation round the match, traveling, ordering tickets, ordering in the stadium etc. In felt fashioned and took a lot of handling and time. Quality time. A good reason for us to develop an easy to use system that benefits the fans and the club. And now we are very proud to present our Stadia Connect Club Engine. We hope it brings you just as much joy as it did to us. We're always willing to tell you more about our experiences and possibilities for your club and fans.

- In Stadia Connect I was working on native mobile apps for football clubs in Netherland, England and Belgium. I work on new features, redesign, and bug fixes. In almost all apps we used ObjectiveC and I redesigned VVV-Venlo App and recoded with Swift 4, we used Git, Realm, , AVFoundation, WebKit and Firebase.

I was included in whole process from coding, making TestFlight builds and set for review to Apple for production.

List of apps:

- <https://apps.apple.com/us/app/vvv-venlo/id1406276685>
- <https://apps.apple.com/mk/app/scheerenveen/id592072425>
- <https://apps.apple.com/mk/app/stvv-offici%C3%ABle-club-app/id1518490890>
- <https://apps.apple.com/mk/app/roda-jc-offici%C3%ABle-club-app/id1441570275>
- <https://apps.apple.com/mk/app/almere-city-fc-official/id1422375334>
- <https://apps.apple.com/mk/app/rkc-waalwijk/id1406272829>
- <https://apps.apple.com/mk/app/fc-den-bosch/id1406406338>
- <https://apps.apple.com/mk/app/fortuna-sittard/id1268533484>
- <https://apps.apple.com/mk/app/cfc-express-chelsea-fc-f-b/id1024248097>

## **Korvus Macedonia (July 2017 – November 2018)**

Employed on position mobile IOS Developer

Using technologies: Swift 2 & 3, Realm, Cocoa Touch, Firebase, AVFoundation, Scrum, Mongo DB, Git.

- I was working on CorvusPay, that is a project for paying inside corporation, with tendentious to grow and getting much more features. Application was written in Swift 2/3, I used Realm, Coca Touch, AVFoundation, Git and we worked with Scrum technology. We implemented payment system from local bank in Croatia.
- Second project was for peoples that work on entries in national parks in Croatia. With application they checks tickets of visitors, there was different types of tickets (half-day, day, family ticket, group ticket, month ticket etc.). The mobile application is able to work online and offline. Application was written in Swift 3, I used MongoDB, AVFoundation, Coca Touch and we worked with Scrum technology.

## **Digital Medialab (October 2015 – July 2017)**

Employed on position Android Developer, using technologies: Android SDK, Java, JSON services, Android Studio, Eclipse, Gradle, Git. I'm working on two project. One is complex banking application – Telenor Banka – first mobile Bank in this part of

Europe. I participate in full cycle of development, testing and on-site support. During my participation on project 2 versions of application were released on Play Store

(<https://play.google.com/store/apps/details?id=rs.telenorbanka&hl=en>)

- From November 2016 also work on Telenor IOS application. I participate in full cycle of development, testing and on-site support. During my participation on project 1 version of application were released on Apple App

Store url: <https://apps.apple.com/us/app/mobi-banka/id908353542>

- Second IOS application that I worked was TelekomMK, that is application for paying and review bills from Macedonian telecommunication provider.

Store url: (<https://apps.apple.com/us/app/telekom-mk/id911394882>)

### **Sourcico** (June 2015 - August 2015)

Employed as Junior Android Developer included in project Chosen.fm (<http://chosen.fm>) for Android app.

### **INGENIUM Agency LLC** (January 2015 - July 2015)

Employed as Junior Android Developer, part of Android team for Ingenium application which is very similar to Instagram but targeted for models and professional photographers. We used Android studio for development, my task were design and small Android functionalities.