

ALEX LYKESAS

IOS DEVELOPER



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alexlykesas.com

Ambitious and results-oriented iOS Developer with eight years of experience in software development and a recent focus on machine learning. Strong analytical skills and extensive full life cycle experience in the iOS environment. Competent and collaborative leader with proven project management skills in leading cross-functional teams to develop projects from conception to completion.

CORE COMPETENCIES

- Team Building & Project Management
- Problem Analysis & Conflict Resolution
- Project Scheduling & Implementation
- Test-driven Development
- Compliance & Process Improvement
- Project Initialization & Coordination
- Machine Learning Algorithms

LANGUAGES

English - German - Greek

Nationality: German | Greek

TECHNICAL SKILLS

- Swift
- UIKit
- SwiftUI
- Combine
- RxSwift
- XCTest
- SPM
- Cocoapods
- Git
- TDD
- Unit Testing
- Firebase
- CI/CD
- Rest API
- Jira
- Angular
- React
- Python

EDUCATION

Digital Media

Artificial Intelligence (MSC)

Aristotle University of Thessaloniki (2019)

Informatics Engineering (BSC)

School of Sciences,

University of Western Macedonia (2015)

PROFESSIONAL EXPERIENCE

FREELANCE IOS DEVELOPER

Vodafone Telecommunications – B2B Sales App / Remote / 2023 – Present

- Developed and maintained a native iOS app for B2B sales team, equipping sales representatives with tools for efficient business visits, offline chat capabilities, and customer acquisition features, using Firebase for data management.
- Enhanced app functionality with offline data synchronization, visit scheduling, and real-time tracking, ensuring seamless performance in varied connectivity conditions.

SENIOR IOS DEVELOPER

League / Toronto, Canada, Remote / 11.2022 - 11.2023

- Participated in the Messaging Team, leading the implementation of Chat, utilizing MVVMC, Combine for reactive programming, and emphasizing TDD and unit testing to ensure optimal functionality and accessibility.
- Improved core design system, playing a key role in resolving critical bugs and issues, recognized as the backbone of these crucial fixes.
- Collaborated with multiple teams and iOS developers, contributing significantly to the company's SDK library by addressing bugs and enhancing features for various client applications.

IOS DEVELOPER

Untis GmbH / Vienna, Austria, Remote / 02.2021 - 10.2022

- Improved codebase, implemented SwiftLint and migrated cocoapods to SPM libraries.
- Build the network persistence for offline mode functionalities.
- Created automation of iOS & android deployments using Bitrise.
- Constant collaboration with Product Owners to design and implement new features.

TEAM LEADER – IOS DEVELOPER

Startup / Thessaloniki, Greece / 11.2016 - 01.2021

- Create applications using the latest Swift language and train employees that resulted in being promoted to Team Leader within a year.
- Develop app workflow using RESTful JSON APIs or Firebase to ensure accurate data from backend services and populating interfaces.
- Lead in using Cocoapods libraries to speed up the development process while also contributing to their Github communities.