André VIDELA

iOS developper / Functional Programmer

Personal Data

Place and Date of Birth:	Switzerland | 20 August 1991
Address:	Rue pré-du-marché 9B, 1004 Lausanne, Switzerland
Phone:	+41 76 822 0541
email:	andre.videla@gmail.com

Bio

Fascinated by programming languages, I seek excellence, correctness and beauty in code. Lots of experiences in game development taught me to mix pragmatism and elegance. My deepest interests lie in type systems and programming language theory and design.

Professional Experience

June 2017 Oct. 2016	**Software Engineer at Sicpa, Lausanne** Mobile engineer for iOS (CDD) Designed, developed and maintained internal and public APIs and libraries for iOS. Developed and maintained small and medium scale iOS apps using agile Scrum.	Swift, Obj-C
Mar. 2016	Release of Arcaea for Android and iOS by lowiro (Remote) Designed and implemented a domain specific language to represent notes of a song in Arcea. The implementation has been done in C++ (Cocos2DX) for the game and Javascript for the web editor	C++, ES6
Sept 2015	Release of Hackerspaces for iOS I developed all aspects of the application: prototyping, UI, UX, unit/UI testing, release, continuous integration and I kept supporting the app across 3 versions of swift.	Swift
May 2015 May 2014	T-Aiko: A rhythm game on android and iOS (Remote) Collaborated with T-Aiko's developer to implement song parsing tools, real time event handling and UI	Java
Feb. 2014 Sept 2012	Volunteer developer at Dischan (Remote) Worked on Android port of the game engine including writing a parser for a DSL, asset management, audio management, 2D scene composition and rendering, UI management. Additionally I was part of the QA team for other projects.	Java

EDUCATION

July 2017	**EUTypes summer school** Coq, Agda, HoTT, λ-calculus
May 2017	**Introduction to Logic by Stanford University on Coursera.** statement of accomplishment
2012 - 2016	**Attended Bachelor in Computer Science at EPFL, Lausanne** Collected 131 credits
2007 - 2012	**Maturité Gymnasiale** option principale Physique et Application des Math option secondaire Introduction à la programmation

LANGUAGES

FRENCH:	Mothertongue
ENGLISH:	Fluent
SPANISH:	Good speaker
JAPANESE:	Basic knowledge

PROGRAMMING LANGUAGES

Mastery	Swift, Java
Excellent	Scala, JS, Obj-C
Intermediate	Idris, Haskell, Clojure, C++, C, C#, LaTeX
Beginner	Coq, Rust, Agda

INTERESTS AND ACTIVITIES

- VIDEO GAMES My experience with competitive video games taught me new ways of interacting within a team, handling hard situations and keeping the right mindset in highly competitive settings. Nowadays, I keep a monthly "video game playing club" with a small group where we discuss the narrative value of interactive experiences.

- MATH keeps me engaged in the latest developments in programming language research and theory. It allows me to find elegant and correct solutions to hard problems daily.

- SPORTS keep me healthy in many ways. I practice all sorts of individual trainings like running, fitness and swimming. I also played badminton with the team at my last company.