

Arin Davoodian

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Check out my portfolio at:

arindavoodian.github.io

What I know:

Swift, Xcode, InterfaceBuilder, Firebase, UI/UX Design, Sketch, Debugging, Test Driven Development foundations, Clean Code foundations, Modular Design, Database Architecture, Data Modeling, Networking, Core Data, Encryption, macOS/tvOS/watchOS development, CocoaPods, Obj-C, REST-full networking and parsing, Postman, Apple App Store Guidelines, Git, Product Development

Contract Work (July 2019- Present)

Architecture, Design, iOS Development, Backend Development

I took upon contract work developing an app called Uhoh! The premise of the app is to improve upon the peer-to-peer service provider business. The app consists of a user side app as well as a business side app for service providers. The app utilizes Location Services, AVFoundation Services for photos, as well as the common UIKit Frameworks in Xcode. The app should be released mid November to the public.

Point Automotive (July 2018- June 2019)

Lead iOS Engineer

I architected, designed, implemented all iOS apps from ground up. I also managed a team of 4 web developers for back-end development. I ensured data consistency, modularity, and proper database architecture for our backend services. I used Sketch to prototype and produce UI/UX and assets. Performed daily “stand-ups” to access and document milestone progress. Communicated daily with the CEO to ensure product features launch on time.

Calstar Motors Inc. (September 2017- July 2018)

Marketing Director

As Marketing Director at Calstar Motors Inc. I directly oversaw all advertising avenues to ensure proper placement and methods to increase both traffic and brand presence. I also managed and produced all Google Adwords campaigns and Facebook Ads campaigns. I routinely monitored stats to increase sales for the company. I produced tv, radio, internet, and digital assets as well as directly created website content for maximum brand immersion.

Think Group LLC. (August 2016- Feb 2018)

Lead iOS Engineer

At Think Group I worked with a team of 8 co-founders to implement and bring to market an automated itinerary app. As lead iOS developer at Think Group I worked with our design

team using Sketch and Xcode. I'm very well versed in Auto layout, web APIs, testing, debugging, version control, team management, as well as AWS. I worked under tight deadlines to stay on schedule while ensuring great quality standards.

Apple Inc. (2003-2005)

Mac Genius

I was one of six "Mac Geniuses" at the Glendale Galleria Apple Store. We helped thousands of computer users solve problems from Operating Systems to iPods. At my position at Apple, I was also responsible for performing repairs on customer computers. I was also proud to help innovate new work methodologies at the store, for example, I created several AppleScript Studio Applications to assist troubleshooting workbench computers. Restored computers on the retail floor on a daily basis using ASR restore.