

# Arin Davoodian

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**Check out my portfolio at:**

[arindavoodian.github.io](http://arindavoodian.github.io)

## **What I know:**

Swift, Xcode, InterfaceBuilder, Firebase, UI/UX Design, Sketch, Figma, Debugging, Animation-Transitioning, 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, Codable Postman, Paw, Apple App Store Guidelines, Git (version control), Product Development

## **Mizo Inc. (March 2020 - Present)**

### **Lead iOS Engineer**

Mizo takes food discovery and delivery to the next level by optimizing each users suggestions using AI. I rebuilt Mizo's iOS app from the ground up to encompass an all new design and feel, including several animations (both transitioning and effect). Used Mizo's servers to authenticate, and present data. I also built out internal applications which allowed for approval or removal of app restaurant data images using a swiper mechanism. I learned a lot with this close-knit team.

## **Uhoh App (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.

### **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.

### **MacSolutions (2006-2007)**

#### **Mac Technician / Hardware & Software Repairs**

At MacSolutions I repaired and refurbished 500 iBook computers including installing and restoring all machines to working standard for sale. I also assisted customers in purchasing Apple computers as well as PC computers.

### **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.