EmadAbdehagh iOS Developer

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Overview

I am a Mobile Developer specialised in creating apps. My focus at the moment is native iOS development written in Swift and Objective C. I also have experience building web based applications using HTML, CSS and JavaScript. I am always looking to find interesting and challenging projects with new technologies, so this doesn't mean that I'm limited to the technologies mentioned here.

Experience

Software Engineer

Stockland January 2016 - Present | Sydney, Australia

There is a mobile sales system to display information regarding retail centres and stores. I have been responsible to bring the control of this system - that has been outsourced - in house and continue maintaining that. So, I was in charge of

- Debugging and fixing known bugs of the applications
- Managing resources of system and modifying the apps to use them efficiently
- Liaising with stakeholders to test and improve the applications
- Using Git as a distributed version control and source code management system

iOS Developer

Tabcorp September 2014 - January 2016 | Sydney, Australia

As a member of mobile team I was responsible to work on TAB iOS applications and in charge of

- Debugging and fixing bugs of iOS applications using Xcode
- Developing new features and enhancing existing features
- Developing and using reusable libs in Objective C
- Using Git as source code management system
- Making progress of projects in an agile environment

My key skills that made me successful in this position:

- Intimately familiarity with UIKit and other native frameworks
- Proficiency in GCD
- Proficiency in using Xcode
- Ability to debug applications using Xcode tools
- Strong understanding of RESTful API principles and cloud-based technologies
- Ability to quickly iterate on designs and requirements

iOS Developer

Atieh Dadeh Pardaz June 2012 - January 2014 | Tehran, Iran

As the main mobile developer, I have designed and developed two mobile bank applications for iOS and been responsible for

- Planning and developing detailed project plans
- Being involved in full product life cycle from defining the product and designing the app to development and deployment
- Using native Objective C code to develop state-of-the-art applications
- Optimising bandwidth, memory and performance to reduce total data costs
- Adjusting iOS frameworks to suit specific purposes of the applications
- Working closely with back-end team for optimising strategies and plans
- Dealing with RESTful APIs to communicate with servers
- Using GIT as source code management system
- Making progress of projects in an agile environment

Freelance iOS Developer

Mobin Net Co. January 2013 - March 2013 | Tehran, Iran

Responsible to communicate with business and marketing team to convert requirements of the mobile application to prototypes and storyboards. Then in charge of

- Using native Objective C code to develop an universal iOS application
- Developing customised UI elements to follow guidelines of company and project
- Dealing with RESTful API to communicate with server

Freelance iOS Developer

Teamatec Co. June 2012 - December 2012 | Tehran, Iran

There was an application to show a list of local cinemas, movies and their showtimes. I was the main iOS developer who developed the structure and implemented the application using native Objective C code.

Front-end Developer

Atieh Dadeh Pardaz May 2010 - June 2012 | Tehran, Iran

As a member of front-end team I was working on the main product of the company using HTML5, CSS3 and AngularJS. For this reason I designed and developed a front-end framework, containing customised cross browser and responsive UI elements based on Bootstrap and jQuery, for rapid development. Also I was in charge of

- HTML/CSS production and CMS integration (WordPress and Magento)

- Dealing with PHP to enrich front-end development and CMS Integration
- Working closely with back-end team to know strategies and plans

Front-end Developer

Raya Zeytoon Co. March 2006 - May 2010 | Tehran, Iran

These are some of my key responsibilities

- UI development for clients websites using HTML, CSS, JavaScript
- Using WordPress and PHP to develop clients websites
- User interface design and development for main product of company which was a web-based LMS (Learning Management System) using HTML, CSS and JS
- Developing a web-based authoring tool and content player using HTML, CSS and JavaScript to show educational contents
- Contributing with the team of providing content to implement the best solution to deliver online/offline courses and educational contents

Self Project

Duraation

duraation.com June 2015

This is a simple time-tracker or life-logger that works based on #hashtags. A personal project that has been written in Swift. There are some technical information listed:

- Using SQLite with SQLite.swift wrapper as database to store data
- Implementing a multi layer platform using GCD to handle related tasks in a seperate thread
- Developing custom UIKit elements to improve user experience
- Using storyboard and nibs as a placeholder for views and custom elements

Education

Azad University

Bachelor's degree, Computer - Software

2003 - 2007 | Tehran, Iran

Pro Activities

- Judge at the 2nd Iran Mobile Application Festival 19, 20 February 2014
- Presenter at the 1st Iran Mobile Application Festival 7 March 2013

Skills

- A solid technical background in iOS development, Swift and Objective C
- Strong understanding of Apple guidelines and best practices
- Solid knowledge and experience in HTML, CSS, JavaScript and web standards
- Keen on UI/UX design and pixel perfect development