iOS Developer

I am passionate about the world of Multimedia and especially about its social dimension and its interactivity. My challenge is to design and develop apps to bring the users to their most enjoyable and friendly experiences.

damien@romito.fr ▼

Education

October 2011 - June 2012
3-year highter diploma equivalent to a graduate degree specialize in mobile on-line production
Design, development of iOs app & Cocos2D game
Gobelins, Paris

September 2010 - June 2011
Bachelor of Computing
Web development specialisation
ESGI, Paris

September 2008 - June 2010
Interactive Media Designer
2-year highter diploma equivalent to a graduate degree specialize in digital on-line production
La fonderie de l'image, Bagnolet

September 2007- May 2008
Foundation course in Art Visual Communication (multimedia specialisation)
La fonderie de l'image, Bagnolet

Work Experience

September 2012 - December 2013
iOS Developer
Onefeat, San Francisco/Paris

September 2011 - August 2012
Front-End Developer
BNP Paribas, Paris

September 2010 - August 2011
Front-End Developer
Milky Interactive, Paris

July 2010 - August 2010
Full Stack Developer and Graphic Designer
EGK Distribution, Avignon

July 2008 - June 2010
Web Developer and Web Designer
Inow SSII, Paris

June 2008
Flash Developer
Kino, Audiovisual Agency, Paris

Skills

Mobile
Objective-C

Web Client
HTML5 / CCS3 / Javascript

Web Server
Ruby

Basics: AS3, JAVA, C#/ASP, C, Bash.
Frameworks : Cocoa touch, Cocos 2D, Android, Symfony2, Ruby on Rails, Wordpress, Backbone, jQuery.
Favorite Tools: Xcode, Sublime Text 2, Github, Stackoverflow, Photoshop, Balsamiq.

Hobbies

Composer and musician of a band (guitar, piano), Improvisational theater, Capoeira.

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