Darie Nistor Nicolae

IOS DEVELOPER
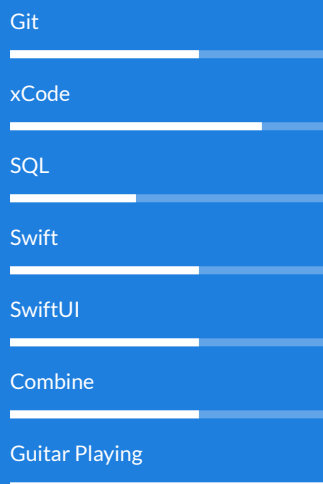
Details

Breda
Netherlands
0687827984
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Links

GitHub

Linkedin

Motiq

My Hero's Journey

Skills

Git

xCode

SQL

Swift

SwiftUI

Combine

Guitar Playing

Profile

I got into the tech world when I was in high school. I started to learn C# and see how a programming language works. After some time, I discovered Mobile Development, more exactly iOS Development. I got passionate about it and highly motivated to learn more about Apple's Ecosystem. Through perseverance and dedication, I developed 3 mobile apps from scratch in a 2 years time frame and I got an internship based on the results.

Employment History

iOS Development Mentorship, Tudor Andreescu, Brasov

OCTOBER 2021 — JANUARY 2022

I worked for a local freelancer, who was willing to teach me about iOS Development.

Achievements

- Basics of xCode and Swift
- Introducing to SwiftUI
- Learning about MVVM pattern and implement it in his projects
- Creating views and developing simple logic for the projects
- Introduction to API calls

Junior iOS Developer Internship, Phase Four, Eindhoven

MARCH 2023 — APRIL 2023

The company develops IoT mobile apps, mainly Bluetooth and Mesh Bluetooth Systems.

Achievements

- Developing mobile apps for BLE devices using Core Bluetooth Framework
- Used technologies: SwiftUI, Combine, Foundation

iOS Developer, KeyWe, Uden

SEPTEMBER 2023 — PRESENT

My role is KeyWe is to develop their Web Application (My Hero's Journey) into a hybrid app for iOS and iPadOS.

My Hero's Journey is a practical and interactive learning and development environment with journeys (learning trips) for personal development, leadership, and rolling out strategy and core values. Or make a tailor-made journey for your organization.

Used Technologies:

- SwiftUI, WebKit, Strada, Turbo, Delegates

Personal Projects

JANUARY 2022 — PRESENT

In the past years since I started iOS Development, I completed these projects:

- **Motiq (04/2023- 06/2023)**

Motiq is a motivational quotes app available for free on **App Store.** I used the Combine framework for managing the API and logic for this app, Core Data as a local database(create, display, delete, save). I successfully implemented Google Ads and the payment system (Revenue Cat).

- **Gardening Management System (08/2023 - Present)**

This mobile app is the most complex one that I'm developing. The user creates a garden and it can add his plants in the garden. It'll see the blossom period, the prune period of the plant and the estimated time for the whole garden. Other features involved are details about the plant, watering, the capability to connect to automated systems, weather etc,

The mobile app is using:

- Firebase
- SwiftUI, Combine, Async/Await
- Google Ads
- Revenue Cat SDK
- **Weather App (08/2022 - 10/2022)**

This app lets you show the current weather in the city you want.

After inputting a city, you'll see the degrees in Celsius or Fahrenheit,

the wind speed in km/h, and the clothes you should wear. I used

URLSession for the API Call. SwiftUI and Foundation frameworks for

developing

- **Music Player App (02/2022 - 04/2022)**

I developed a Music Player app. The app reads the available MP3 files

and shows them in a list. When you select a song, it plays it

automatically and you can pause/play it. I used SwiftUI, Foundation,

and Media Player frameworks

Education

Tehnician in Commerce Activities, Colegiul National Economic, Bra⍰ ov
JANUARY 2018 — MAY 2022

Bachelor, Fontys ogeschool, Eindhoven
FEBRUARY 2023 — PRESENT
Smart Mobiles

- iOS Development

Extra-curricular activities

Guitar Player
JUNE 2013 — PRESENT
When I was 10 years old I started learning guitar playing. The first years I learned with a teacher, he taught me basic music notation and how to play correctly. After some years, I started learning alone.

Meanwhile, I founded a few bands and played locally. In the last years, I started my solo "career" and I played internationally in the Netherlands, Turkey, and Thailand.