Ian Rahman

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Summary	iOS developer, technology consultant, and business-aware problem solver looking for an agile team with whom I can design and deliver beautifully-built technology to better peoples' lives.

Skills   iOS, Swift, Objective-C, OOP, POP, MVC, MVVM, VIPER, dependency injection, GCD and Operation Queues, UIKit, AVFoundation, StoreKit, Git, Cocoapods, Core Data, Realm, Firebase, REST, UX

Experience

iOS Engineer, Vi Technologies || New York City, NY   08/2017 - Present
+ Architected and led development of major redesign for Vi Trainer app to leverage modern patterns and design principles such as MVVM, POP, and coordinator-flow to improve reliability and testability
+ Implemented asynchronous OperationQueue-based networking architecture throughout app
+ De-integrated and replaced fragile dependency injection frameworks with clear, custom initializers and a new dependency structure
+ Spearheaded discovery and assisted with design of new features with product and design teams
+ Converted significant portions of Objective-C to Swift during the course of planned redesigns
+ Identified bottlenecks in compilation and reduced build time by almost 50%

iOS Developer and Tech Consultant, Evergreen Labs || New York City, NY   01/2017 — 08/2017
+ **PAID**: *Full stack app design and development for social influencer and advertiser marketplace*
 - Architected influencer iOS app, advertiser web interface, and Firebase backend
 - Designed UX and UI of mobile app in Sketch and inVision
 - Refined business strategy for media marketplace to incentivize user engagement
+ **Vouch**: *iOS development for matchmaking startup, released to App Store*
 - Created custom UI elements for onboarding flow, in-app notifications, and user chat screens
 - Implemented app analytics through Crashlytics and Mixpanel to track bugs and user funnels
 - Handle in-app purchase and latest-message tracking in UserDefaults
+ **Airstream 2 Go**: *iOS development for privately-released enterprise iPad app*
 - Modernized legacy Objective-C codebase for use on newer iOS devices
 - Refactored media player to use AVFoundation framework for video and music
 - Updated UI with modern Interface Builder tools for responsive design

iOS Development Instructor, Flatiron School || New York City, NY   05/2016 — 12/2016
+ Wrote curriculum to teach iOS development from Core Animation through OperationQueues
+ Managed 17 teams through the development of apps released to the App Store over two semesters
+ Worked on a team to help design a plan for the future of the school's immersive programs

Co-Founder and Management Educator, BioTrep || Charlottesville, VA   03/2014 — 12/2015
+ Designed and taught a program that swept the UVA Entrepreneurship Cup's top 9/10 prizes
+ Trained teams in management and marketing techniques, pitch building, and presentation skills
+ Developed a novel project and team structure to incentivize collaboration across projects
+ Introduced agile management practices to ensure efficient and effective meetings

Analyst, Analytic Partners || Charlottesville, VA   10/2014 — 10/2015
+ Developed marketing mix models, segmentation analysis, pricing models and other custom analyses to optimize marketing strategies of Fortune 500 CPG companies
+ Partnered with clients to implement new business insights for ROI optimization
+ Worked with R&D team to develop improvements in the collection and processing of data

Education

Flatiron School, 2016
iOS Development Immersive in Objective-C and Swift

University of Virginia, 2014
M.S. in Commerce; concentration in Management and Marketing

New York University, 2012
B.F.A. in Recorded Music; concentration in Audio Engineering and Production with minor in Web Applications and Development