

# LOVRO BUNIČIĆ

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## EXPERIENCE

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### Senior Software Engineer

2023 - Present

Ars Futura d.o.o, Zagreb, Croatia

- iOS Development (**UIKit**, **SwiftUI**, Combine, **RxSwift**, SceneKit, **CoreBluetooth...**)
- **Unit** testing, **Snapshot** testing
- **GIT**, **CI/CD**, Firebase, SPM, Cocoapods
- Independently communicated with the clients
- led a project team of a QA, backend and three iOS developers

### iOS Team Lead

2022 - Present

Ars Futura d.o.o, Zagreb, Croatia

- **mentored** junior and mid developers
- provided feedback and **career planning**
- conducted **job interviews**
- cross team knowledge sharing and collaboration

### Junior/Mid Software Engineer.

2018 - 2022

Ars Futura d.o.o, Zagreb, Croatia

## EDUCATION

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### MS Information and Communication Technology

2017 - 2019

University of Zagreb, Faculty of Electrical Engineering and Computing (FER), Zagreb, Croatia

### BS Computing

2014 - 2017

University of Zagreb, Faculty of Electrical Engineering and Computing (FER), Zagreb, Croatia

## PROJECTS

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### Bluetooth (BLE) SDK for a medical device

- helped design the public API for the SDK
- implemented the SDK
- designed and implemented a robust Over The Air (**OTA**) firmware update mechanism
- delivered the product via private **cocoapod** spec
- wrote about architectural challenges in a **blog post** - <http://tinyurl.com/ble-blogpost>
- **Bluetooth**, OTA, Cocoapods, CoreBluetooth

### UFO Tracking app -

- **4.8 ★, 2.1k Ratings** <https://tinyurl.com/enigma-ios>

- assisted the team in refactoring legacy code, setting up app architecture, and delivering the app to the App Store

- identified and resolved multiple performance issues
- SwiftUI, **MapKit**, Sentry, Segment, SpriteKit, **GraphQL**

### **Mindfulness app**

- led the project development (architecture setup, style guide, code reviews etc.)
- communicated deadlines, bottlenecks, estimates to both the team and the clients
- supervised backend development
- implemented advanced SwiftUI animations
- implemented 3D UI with **SceneKit**, integrated it with SwiftUI
- worked with 3D Assets Team to identify and resolve performance issues
- SwiftUI, SceneKit

### **Mobile App for a Major Telecom**

- helped with app development
- implemented **server driven UI** for subscription tier based screens.
- UIKit, Server driven UI

### **Gaming Arena Reservation iPad Application**

- helped resolving backend - client integration issues by introducing **Clean Architecture** concepts
- helped implement **Square** payments
- implemented custom and complex layouts for seat reservation calendar
- RxSwift, Clean Architecture, **iPadOS**, WebSockets, Sentry, Bitrise

### **Smart Lab Monitoring (iOT)**

- developed a simple app that included sensor data monitoring and push notifications.
- UIKit, Firebase Cloud Messaging

### **HSKIKI26 (freelance project)**

- developed native **Android** and **iOS conference** itinerary applications for Croatian Meeting of Chemists and Chemical Engineers.
- UIKit

### **Nova Eva (freelance project)**

- **4.9 ★, 95 ratings**, <https://tinyurl.com/nova-eva>
- maintaining the app since 2020