

Sandro Tchikovani

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WORK EXPERIENCE

Udemy

San Francisco, CA

Software Engineer

2017 — Present

- **Instructor App:** Announced at our Udemy Live 2018, I am very excited to be a contributor to the brand new Instructor Side of the app! I've worked fully on the Performance screen which allows instructor to consult their major metrics (Revenue, enrollments, rating). Worked also on the reviews experience which will list the reviews submitted by the students and possible to reply to them.
- **Rebranding:** Worked fully on the rebranding of the iOS app. Once released, this change significantly increased the revenue for our platform.
- **Smart Banner Deals:** Implemented the server driven Smart Banner on the featured screen for letting know the users of temporary deals.
- **Project restructuration:** Improved the iOS project structure (File system, management of the dependencies, sharing best practices)
- **Other:** Fixing bugs, UI Testing, tech debt projects

Trophiz

Mountain View, CA

CEO & Founder

2016 — December 2018

- **Company founding:** Registered Trophiz, built a team of three passionate of sports. I took care of all legal action items, in addition of the funding.
- **iOS app:** Building fully the iOS application in Swift using different frameworks: Alamofire, IGListKit, AWS SDK. The major features of the app: Authentication (including Facebook/Google+), Create publication (picture or video), Sport screen, Ranking, Follow, Comments, Discovery, Profile, Search, Push Notification and more.
- **Back end:** Started the implementation of the server side using NodeJS/Express. This, until my Co-Founder Dany Pica joined me and helped on the backend engineering. We are using some packages like Passport, AWS, Node-apn, Node-mailer and Mongoose since we're using MongoDB.
- **Marketing:** Until a dedicated person joined the team, I worked on the Marketing to promote the project: Managing our profiles on social medias (Facebook, Instagram, Twitter, LinkedIn). Writing articles, communicating on forums, publications (BetaTest, ProductHunt).

TripAdvisor

Palo Alto, CA

Software Engineer

2015 — Present

- **App redesign:** Our team worked on a new version of the iOS application from the design to the user experience, which increased revenue by 4%. I built a generic horizontal gallery used by all carousels in the app and I worked on the Neighborhoods and Travel Guides sections. I also worked on the new green color transition, to better showcase the new app.
- **Tab bar migration:** Worked on migrating our iOS app to tab bar navigation. I implemented the tab bar controller and also migrated the *Me* tab to use split view for a better user experience. The number of visits to each section of the app increased by 200%. The changes also increased submitted reviews by 3%.
- **Mobile Abandoned Cart:** Designed the *Abandoned Cart* feature on the home screen, allowing users to revisit previous searches. This increased the revenue by 6.24% on rollout.
- **Apple TV app:** Built the application from scratch with another engineer. At release, it was directly featured in "Best New Apps" and we reached 3800 unique users the first week.
- **Mobile Platform Team:** I was one of two engineers that had the responsibility to improve the performance and quality of the iOS app. One of our responsibilities was to vet and approve any large features to ensure that each change will have a positive impact to the overall system. I gave a presentation on Auto-Layout Best Practices to the engineering organization.
- **Lead Swift Reading Group:** Led a reading group of 6 engineers to assist in the migration from Objective-C to Swift. We read the official documentation from Apple, and examined/tested some scenarios using the Swift Playground.

TripAdvisor

Palo Alto, CA

Software Engineer Intern

March 2013 — August 2013

- Helped design and build the very first version of the iOS app. I designed the calendar for Instant Booking from scratch, and contributed to the UI for multiple screens. (New review submission, Details of a point of interest, etc.)

X-Media

Software Engineer Part Time

- Worked on different iOS applications of the company.

Neuilly Sur Seine, France
August 2012 — April 2013

Vinci Facilities

Software Engineer Intern

- Worked on the front end of the new version of the website. I designed the home page using HTML, CSS, and PHP.

Versailles, France
August 2011 — December 2011

PROJECTS

- **SandroTchikovani.com:** Personal website fully built with React and wrapped in Express App for the support of SSR. The purpose of that project was to expand my skills in Web Development. I continue to add improvements and to experience new skills through that project. More details on Github: <https://github.com/manonthemoon42/sandrotchikovani-ssr-app>
- **Moodress:** For two years, I led a group of 7 engineers to build a Fashion Social Network. I prioritized tasks, coordinated the team with weekly standups through Skype (worldwide distributed team), motivated the team, and wrote status reports. I also helped build the Web Application using Symfony.
- **Easyway:** 3rd prize in national hackathon “Hack4France” (2014). I built an iOS application for finding accessible public transportation. More details on Github: <https://github.com/manonthemoon42/easyway>

SKILLS

Languages: Swift, Objective-C, C++, HTML/CSS, Javascript

iOS: Main SDK, CoreData, Cocoapods, Alamofire, IGListKit

Web Development: NodeJS, Angular 2, MySQL, MongoDB, React, Amazon EC2

EDUCATION

EPITECH

Masters, Information Technology

- Courses taken in C++, C, Web development
- Projects: Shell, Server/Client (IRC, FTP, etc), 3D modeling.

Paris, France
2010 — 2015