

Mehdi Rashadatjou

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About Me

I am an accomplished Swift Developer with a strong background in client-side applications, particularly in the Apple ecosystem. With a remarkable 7-year journey in Swift development, I have acquired a profound mastery of Swift. Having also ventured into Android and Web development, I possess a comprehensive understanding of all three major platforms. My proven track record includes successfully refactoring and optimizing monolithic SDKs, leading development teams, and collaborating closely with stakeholders, including CEOs, to deliver exceptional results. My passion for innovation and user-centric design drives me to create high-quality, feature-rich applications that excel in performance and user experience.

Experience

Swift SDK Developer at Wowza

11/2022 - In progress

Flowplayer SDK | Video Streaming

United States (Remote)

[Wowza FlowplayerSDK on GitHub](#)

- Developed a cross-platform media player in Swift for iOS, tvOS.
- Created a scalable player architecture for diverse client needs and future growth.
- Enhanced performance, focusing on memory, network efficiency, and user experience.
- Fostered frontend-backend collaboration for smooth API integration.
- Led code reviews, ensuring high-quality coding practices and team mentorship.
- Integrated the latest Swift advancements, keeping the player's capabilities updated.

Skills: Swift SDK, media player, platform compatibility, memory optimization, API integration, mentorship, remote work, software development, framework development, github.

Frontend Developer (React) at Flowplayer

02/2022 - 11/2022

Online Video Platform

Sweden (Remote)

[Flowplayer OVP](#)

- Contributed to Flowplayer's Online Video Platform UI, crafting interactive video components using React.
- Spearheaded refactoring efforts to enhance the bundling process, improving performance and developer experience.
- Collaborated on the creation of Flowplayer's React Player package, building reusable components for superior video playback and customization.
- Upheld a high standard of frontend development, ensuring optimal video playback for users.
- Innovated intuitive UIs, boosting user engagement and platform usability.

Skills: Frontend development, React, UI optimization, video component design, refactoring, reusable component creation, intuitive UI development, remote work.

iOS & tvOS SDK Developer at Flowplayer

07/2021 - 02/2022

Media Player

Sweden (Remote)

[Flowplayer iOS on GitHub](#)

[Flowplayer tvOS on GitHub](#)

- Championed the refactoring of the monolithic iOS SDK into a modular Swift framework, optimizing efficiency and maintainability.
- Elevated the iOS SDK from an AVPlayer wrapper to a flexible framework, enhancing performance and adaptability for client apps.
- Solely managed and improved Flowplayer's iOS SDK, ensuring stability and smooth integration with client applications.
- Fixed issues and enriched the iOS SDK, facilitating seamless video playback for users.
- Extended the SDK to support tvOS, granting developers cross-platform flexibility within the Apple ecosystem.

Skills: iOS SDK development, Swift, AVPlayer, framework refactoring, tvOS development, app integration, modular development, remote work.

Frontend Developer (React) at Blue Moon

06/2020 - 07/2021

E-commerce

Bosnia & Herzegovina (Hybrid)

[Blue Moon E-commerce](#)

- Directed the design and development of a React-based UI, optimizing the management of online orders, stock, and call center operations.
- Collaborated with the backend team, ensuring seamless integration of React components with server functionalities.
- Prioritized performance, fine-tuning React code for speed and responsiveness.
- Ensured cross-browser compatibility, offering a consistent user experience across various browsers.
- Upheld accessibility standards, guaranteeing software inclusivity for all user abilities.

Skills: React, UI development, e-commerce, performance optimization, cross-browser compatibility, accessibility, web development, stock management.

Swift & macOS Developer at Coinis

07/2019 - 01/2020

Ad Network

Montenegro (Remote)

[Coinis Ad Network](#)

- Led the development of a macOS app connecting to an ad network, curating software product suggestions based on user preferences and behavior.
- Worked with ad network providers for seamless API and SDK integrations within the macOS application.
- Crafted a platform-agnostic Swift analytics service to track user behavior and inform data-driven decisions.
- Upheld exceptional coding standards in Swift, guaranteeing app stability, performance, and user experience.

Skills: macOS development, Swift, desktop app creation, ad network integration, analytics service, user behavior tracking, data-driven decision-making, remote work.

Junior Android Developer at Kloeckner Metals

01/2019 - 07/2019

United States (Remote)

- Headed design, development, and maintenance of Kloeckner Metals' native Android app.
- Introduced a steel shape calculator, aiding users in determining the right steel size, price, and shape.
- Integrated a dynamic news feed, offering users timely industry updates, enhancing user engagement.

Skills: Android development, Java, Android Studio, native Android app, dynamic news feed, construction industry insights.

iOS Developer at KasamaKA - FINTQ

01/2018 - 01/2019

Philippines (Remote)

- Pioneered the development of a customizable iOS financial app, offering users a holistic view and management of their finances.
- Introduced secure money transfer features, backed by a robust backend service, ensuring reliability.
- Partnered with backend teams to instill a scalable, fault-tolerant, and multi-tenant architecture, maintaining consistent communication and data integrity.
- Skillfully integrated client-side code with backend services, managing data exchange and asynchronous requests for a fluid user experience.

Skills: iOS development, Swift, Xcode, backend integration, data parsing, Fintech, mobile app customization.

Junior iOS Developer at Spartan Apps

01/2017 - 01/2018

United States

[Spartan Apps Website](#)

- Collaborated in the development and refinement of the Spartan Workout App, introducing features like tailored fitness routines, dietary tracking, and user account management.
- Partnered with diverse teams to enhance app functionality and user engagement, adhering to senior development guidelines.
- Committed to professional growth, consistently updating knowledge on emerging iOS technologies and best practices.

Skills: iOS development, Swift, Xcode, UI/UX design, fitness app features, nutrition tracking.

Personal Projects

iOS Developer & Owner at Rep Rise

01/2020 - 01/2023

Fitness App

[Rep Rise on App Store](#)

- Conceptualized, developed, and continuously refined Rep Rise, a fitness app designed for precision in counting push-ups.
- Employed ARKit to track facial movements, applying algorithms for accurate push-up counts.
- Achieved commercial success, with over \$8.5k revenue and a 30,000+ global user base.

Skills: iOS development, ARKit, facial tracking, app monetization, native iOS app.

Education, Certifications

Faculty of Information Technologies | Bosnia & Herzegovina | 2017/2018

Muskego High School | United States | 05/2015

Second Highschool | Bosnia & Herzegovina | 05/2016

Languages

- Bosnia | C2 | Native
- English | C2 | Fluent
- German | B2 | Advanced

Organizations

- Google Developer Group Sarajevo Member since 2022

Demos, documentation and code tours of the mentioned projects are available upon request.