

Mehdi Rashadatjou

[+38765015865](tel:+38765015865) | rashadatjou.mehdi@gmail.com | [LinkedIn](#) | [Github](#) | rashadatjou.com

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 for iOS and tvOS using Swift.
- Designed scalable player architecture to meet diverse client requirements.
- Optimized performance, emphasizing memory and network efficiency alongside UX.
- Collaborated closely with backend teams for seamless API integrations.
- Led code reviews and mentored the team to uphold coding best practices.

Frontend Developer (React) at Flowplayer

02/2022 - 11/2022

Online Video Platform

Sweden (Remote)

[Flowplayer OVP](#)

- Developed interactive video components for Flowplayer's OVP using React.
- Led refactoring to optimize bundling, enhancing performance and dev experience.
- Contributed to the Flowplayer React Player package, crafting reusable components for enhanced video playback.
- Maintained high frontend development standards, ensuring seamless video experiences for users.
- Designed intuitive UIs to elevate user engagement and platform usability.

iOS & tvOS SDK Developer at Flowplayer

07/2021 - 02/2022

Media Player

Sweden (Remote)

[Flowplayer iOS on GitHub](#)

[Flowplayer tvOS on GitHub](#)

- Led the transformation of the iOS SDK from monolithic to a modular Swift framework, enhancing efficiency and maintainability.
- Independently steered Flowplayer's iOS SDK development, ensuring consistent stability and effortless client integrations.
- Resolved issues and refined the iOS SDK for uninterrupted video playback experiences.
- Expanded SDK capabilities to include tvOS, providing developers with versatile options in the Apple ecosystem.

Frontend Developer (React) at AdPRO

06/2020 - 07/2021

E-commerce

Bosnia & Herzegovina (Hybrid)

- Led the creation of a React UI, streamlining online orders, inventory, and call center tasks.
- Partnered with the backend team for smooth integration of React components and server-side functionalities.
- Focused on optimal performance, refining React code to enhance speed and user responsiveness.
- Maintained cross-browser compatibility, ensuring a uniform user experience across platforms.

Swift & macOS Developer at Coinis

04/2019 - 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.

iOS Developer at KasamaKA - FINTQ

03/2018 - 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.

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.

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.

Education, Certifications

Faculty of Information Technologies | Bosnia & Herzegovina | 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.