

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 @ 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.
- Optimized performance, emphasizing memory and network efficiency.
- Led code reviews and mentored the team to uphold coding best practices.

Frontend Developer (React) @ 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 Native React Player package, crafting reusable components for enhanced video playback.

iOS & tvOS SDK Developer @ 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.
- 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) @ AdPRO

06/2020 - 07/2021

E-commerce

Bosnia & Herzegovina (Hybrid)

Project Closed

- Led the creation of a React UI, streamlining online orders, inventory, and call center tasks.
- 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 @ 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.

iOS Developer @ KasamaKA - FINTQ

03/2018 - 01/2019

Philippines (Remote)

Project Closed

- Created a multi-bank mobile banking iOS app from scratch.
- Collaborated with backend teams for a scalable and fault-tolerant architecture.
- Seamlessly integrated secure banking code for smooth user experiences.

Junior iOS Developer @ Spartan Apps

01/2017 - 01/2018

United States

[Spartan Apps Website](#)

- Helped develop the Spartan Workout App, adding fitness, diet, and account features.
- Worked with teams to boost app functionality, following senior development guidelines.
- Continuously updated skills in emerging iOS technologies and practices.

Personal Projects

Rep Rise – Push ups counter

01/2020 - 01/2023

Fitness App

[Rep Rise on App Store](#)

- Created and enhanced Rep Rise, a precision push-up counting app.
- Used ARKit for facial tracking, ensuring accurate counts.
- Earned \$10k+ and gained 30,000+ users worldwide.

Mentor for Android in collaboration with HTEC Group Sarajevo

01/2019 - 06/2019

Mentor

htecgroup.com

- Guided a novice developer through a structured training program, transforming him into a competent junior Android developer.
- Implemented hands-on coding sessions, ensuring practical experience with Android Studio, Java, and Kotlin.
- Facilitated regular code reviews, emphasizing best practices, code efficiency, and clean architecture.

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.