Razvan Balint

Software Engineer

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Senior Software Engineer specialised in iOS applications. Expert level Swift developer and SwiftUI designer with a vast experience in legacy systems involving Objective-C and UIKit.

Proficiency in setting up custom app architectures focused on modularity, scalability, reusability, testability and maintainability. Deep knowledge of Apple Human Interface and App Store Review Guidelines for successful releases.

Earned abilities of translating plain ideas into App Store applications. Constantly staying up to date with the latest technologies. Strong communication skills.

Skills

Languages: Swift, Objective-C

Tech stack: SwiftUI, Combine, Async/Await, Core Data, RxSwift, Xcode, Fastlane

Professional experience

Senior Software Engineer @ Individual Contributor

2022

Present

- Worked closely with clients to understand business requirements and translate them into user story requirements. Learned to ask the right questions at the right time.
- Take ownership by choosing an architecture tailored to specific project needs.
- Implement clean and maintainable code. Enforce project business logic through unit tests.
- Collaborated with dedicated design teams to create scalable and complex SwiftUI layouts and animations. Focused on reusable components.

Senior Software Engineer @ Deutsche Bank

 Implement a modular clean architecture for managing a huge banking project serving millions of customers. Backwards compatibility with 5 years old iOS versions.

2020

2022

- Reactive programming for a more efficient UI binding and between layers communication.
- Unit tested each component in every layer and maintained code coverage. Raised Code Quality Cates by supporting systems like SonarQube.
- Big focus on Security and Data Privacy. Integrated anti-tamper software to prevent attackers from reverse engineering the application.

	Software Engineer @ CVU Intelligence
2016 • 2020	 Technical team lead for a US based Talent Platform. Leveraging Xcode Instruments and memory management tools to profile an iOS application and improve the overall performance. Managing custom routing inside a complex navigation system that handled both Deeplinks and In-App Links. Implemented and maintained Web Sockets for real time communication and also high sensitive features like Payment API on both the server and client side (Braintree and PayPal).
	iOS Developer @ Self-Employed
2016 2016	 Worked together with a small team on planning, building, testing, releasing and maintaining 2 Swift applications on AppStore. Maintained clean code standards inside modular architecture. Requirements and design review enforced by unit and UI tests. Used the native Core Animation framework to design custom advanced UIKit animations implemented from scratch in Swift with respect to Apple Developer Design Guidelines.
	iOS Developer @ Clarisoft Technologies
2015 • 2016	 Adhere to a clean code strategy agreed by the team of iOS developers in company. Improved code quality by implementing specific design patterns and SOLID principles. Implemented offline capabilities for an e-learning platform. Maintained Core Data migrations across several release cycles. Improved User Experience by integrating Push Notifications capabilities and managing In-App Purchases by offering controlled access to advanced content.
	Junior iOS Developer @ Newrosoft
2014 • 2015	 Worked as a software developer on multiple iOS apps implemented in Objective-C. Improved customer attraction and retention by developing specific features as isolated and unit tested modules. Worked in an agile environment with multiple version releases per month. Closely followed the standard release management process of an application to AppStore.
ucation	
2016	MSc @ University of Bucharest, Faculty of Mathematics and Computer Science, Artificial Intelligence

Edu

2018	MSc @ University of Bucharest, Faculty of Mathematics and Computer Science, Artificial Intelligence
2013 • 2016	BSc @ University of Bucharest, Faculty of Mathematics and Computer Science, Computer science major