ROLAND LETH

PROFILE

Software engineer with a strong background in Swift and Objective-C. Secondary skills include Ruby, HTML5 and CSS3. Notable mentions: Cocos2D & Box2D and SpriteKit experience. I'm open to most platforms and languages, I like to learn new things, and I'm constantly on the lookout to improve myself. All my projects can be found at http://rolandleth.com/projects.

EXPERIENCE

iOS LEAD, DEINDEAL, SWITZERLAND – OCT 2014–PRESENT

Serving as lead iOS developer, in close cooperation with our Head of Mobile, the Product and UI / UX Teams we make the best decisions, thinking about our users' best. We analyze and review feature / change requests and suggest alternatives when needed.

My main responsibilities are:

- Defining the iOS architecture and guidelines.
- The planning and coordination of the iOS project.
- Promoting, teaching and implementing best solutions and practices.
- UI and unit tests. Preparing and creating minimum viable UI test flows.
- Ensuring proper ticket specification so that we can increase the team productivity.
- Integrating and mentoring junior members of the team, through pair programming sessions.
- Offering support to other teams when needed, be it Frontend and Backend teams with Ruby tasks, or the Product and UI / UX teams with specs.

Two of the biggest challenges were sometimes working with a total lack of designs / mocks, specifications, flows or real data, and the migration of the codebase to Swift while also trying to adhere to its best practices, style and overall mentality.

iOS DEVELOPER, DEINDEAL, SWITZERLAND – DEC 2013–OCT 2014

I constantly provided feedback for new components/sections and/or the redesign of old ones, and my main responsibilities were the creation of custom controls, the implementation of RESTful APIs, the creation of all animations and the release of the 2.0 version (which implied the migration from an HTML wrapper); I was constantly working towards a pixel perfect UI, 100% compliant with the design. I also helped the Frontend and Backend teams with Ruby tasks.

INDEPENDENT RUBY DEVELOPER – MAY 2013–PRESENT

I consider myself a junior-level Ruby developer. I haven't released, nor open-sourced much so far and I'm still constantly learning, but I really love and I'm really comfortable with the language and quite confident of what I'm able to accomplish with it. Playing with RubyMotion and Sinatra used to be a regular habit.

INDEPENDENT iOS DEVELOPER – JUN 2010–DEC 2013

I learned Objective-C through self-teaching, releasing 1 app and 2 games in the process. After a while I learned the value of open-source, so I contributed to a few projects and released several of my own, then, finally, I released 2 more apps and a game; only these can still be found on the App Store.

ROLANDLETH.COM – 2010–PRESENT

Created with Ruby (Sinatra), HTML5 & CSS3 and hosted on Heroku. Posts are created by parsing markdown files found in a Dropbox folder, with which it syncs with the help of DataMapper and Postgres.

IT CONSULTANT – 2002–2010

Mostly maintenance of software and hardware. During the first years I worked with a local software company to release a couple of titles, but most of the experience was gathered after 2010.

EDUCATION

MASTER'S DEGREE IN COMPUTER SCIENCE – 2006-2008

The Bucharest University of Economic Studies, Computer Science and Economic Informatics department.

B.S. DEGREE IN COMPUTER SCIENCE – 2002-2006

The Bucharest University of Economic Studies, Computer Science and Economic Informatics department.

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SKILLS

- **Strong**
  - Swift and Objective-C.
  - Object Oriented Design.
  - RESTful services.
  - Git.
- **Moderate to strong**
  - Ruby.
  - User experience.
- **Moderate**
  - Cocos2D & Box2D combo / SpriteKit.
  - HTML5 and CSS3.
  - RubyMotion.

Familiar with JavaScript, SQL, MySQL, Ruby on Rails.

Amateur designer: created the UI for all my projects.

Comfortable with working in any environment, using any tools.

Adept of writing readable code: from explicit names and consistent style to effective commenting.

Fluent in spoken and written English.

Familiar with spoken and written German.