ROLAND LETH

PROFILE

I'm an iOS developer at core since 2011, but I've also worked extensively with Backend and Frontend. I've worked as a freelancer, by myself (on my own projects), on remote teams, but also with big companies such as DeinDeal, part of Ringier where I've been iOS Lead. I've had the chance to be the one taking decisions, but also to help shape others' decisions for the better.

I'm always on the lookout to improve the user's experience, both visually, and from a technical perspective; my ultimate goal is to know the user is happy and has a great experience while using the apps I work on.

I'm open to most platforms and languages, I'm always trying to improve and keep up with new technologies, I'm putting the effort in helping/teaching others, and I usually like to understand how and why things work. The latter also includes decisions, and it's a reason why I like being involved, because I can have a better picture of the project I'm working on, and its direction.

EXPERIENCE

FOUNDER & TECH LEAD, RUNTIMESHARKS — OCT 2017–PRESENT

At the end for 2017 I started my own software development company, mainly focused on iOS. We quickly released several projects, like ChallengeBeat – an app to challenge yourself and your friends to create better habits, and Travel Stories – a travel journal app combined with a social platform.

We reached a diverse portfolio of almost 20 iOS apps, Mac apps and websites, all of which can be found at https://runtimesharks.com/projects.

iOS LEAD, DEINDEAL, SWITZERLAND — OCT 2014–OCT 2017

Serving as lead iOS developer, in close cooperation with our Head of Mobile and the Product and UI/UX teams we analysed and reviewed feature/change requests and suggested alternatives when needed, always thinking about our users' best.

Main responsibilities were:
- 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; and
- 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.

Mid 2016 we started planning the merge of two platforms that would eventually became the main one, and this implied the creation of a new native app; I started being more involved in Product decisions. The app was never finished and eventually discarded, but mid 2017 we started the actual merge process related to the mobile apps. **During this time I was responsible for:**

- taking a crucial role in specifying new APIs that were to be created on the new platform and used by the mobile apps. This was done in close cooperation with the backend and mobile teams;
- supporting the backend and mobile teams in regards to the newly specified APIs;
- coordinating the adaptation of the existing iOS app to the new business requirements and infrastructure;
- cooperating with the Product and UI/UX teams; and
- the creation of multiple APIs with Node.js, Express & Elastic Search.

Besides the above mentioned merge, one of the other biggest challenges was sometimes working with a total lack of designs/mocks, specifications, flows or real data.

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

Constantly provided feedback for new components/sections and/or the redesign of old ones, and **my main responsibilities were**:

- coordinating the adaptation of the existing iOS app to the new business requirements and infrastructure;
- creation of custom controls and all animations;
- implementation of RESTful APIs;
- the release of the 2.0 version (which implied the migration from an HTML wrapper);
- constantly working towards a pixel perfect UI, 100% compliant with the design; and
- helping the Frontend and Backend teams with Ruby tasks from time to time.

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.

SKILLS

- **Strong**
  - Swift and Objective-C.
  - Object and Protocol Oriented Design.
  - RESTful services and API design.
- **Moderate**
  - JavaScript & TypeScript – Node.js, Express and React.
  - User experience.
  - PostgreSQL
  - HTML5 and CSS3.

Familiar with MySQL, Ruby, Python and Docker.

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 documentation and comments.

Fluent in spoken and written English.

Familiar with spoken and written German.