ROLAND LETH

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PROFILE

Software engineer with a strong background in Objective-C. Secondary skills include C++, HTML, CSS and Ruby on Rails. Notable mentions: Cocos2D & Box2D SDKs experience. I'm open to most platforms and languages, and a fast learner.

EXPERIENCE

INDEPENDENT IOS DEVELOPER — 2010-PRESENT

I learned into Objective-C through self-teaching. Contributed to a few open-source projects, tweaked a lot of them for my own needs and released a couple of my own. I'm also an amateur designer, crafting the UI for my projects and tweaking my website now and then. My portfolio can be found at http://rolandleth.com/projects.

ROLANDLETH.COM — 2010-PRESENT

Started with a WordPress theme, but with time I highly customized it to my needs. These needs growing higher and higher, I had to adapt: the current version is self-made from scratch with Ruby (Sinatra), HTML5 & CSS3 and it's hosted on Heroku. Posts are created by parsing pushed via git markdown files.

IT CONSULTANT, SPFPL SECTOR 6, BUCHAREST, ROMANIA — 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

B.S. Degree in Computer Science - The Bucharest University of Economic Studies, Computer Science and Economic Cybernetics department. 9/10 GPA

Master's Degree in Computer Science - The Bucharest University of Economic Studies, Computer Science and Economic Cybernetics department. 8/10 GPA

SKILLS

- Strong experience with Objective-C.
- Strong experience with the Cocos2D + Box2D combo.
- Strong experience with Object Oriented Design.
- Strong at finding and fixing bugs.
- Moderate experience with HTML5, CSS3, JSON, Ruby on Rails, C++, Git.
- Moderate experience in the UI/UX field.
- Amateur designer; created the UI for all of my apps.
- Familiar with C, Java, C#, VB, SQL, MySQL.
- Ability to quickly learn new languages.
- Comfortable with working in any environment, using any tools.
- Adept of writing readable code; from explicit names to effective commenting.