
ROLAND LETH

PROFILE

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

EXPERIENCE

IOS LEAD DEVELOPER, DEINDEAL, SWITZERLAND – 2013–PRESENT

Serving as Lead iOS Developer, I constantly provide feedback for new components/sections and/or the redesign of old ones, and my main responsibilities so far were the creation of custom controls, the implementation of RESTful APIs, the creation of all animations and I'm constantly working towards a pixel perfect UI, 100% compliant with the design. I'm also occasionally helping with Ruby related front-end bugs.

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; only these can still be found on the App Store.

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 learning daily, 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 is a regular habit.

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, SPFPL BUCHAREST – 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 – 8/10GPA, 2006

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

MASTER'S DEGREE IN COMPUTER SCIENCE – 9/10GPA, 2008

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

SKILLS

- Strong experience with Objective-C and Swift.
- Strong experience with the Cocos2D & Box2D combo and SpriteKit.
- Strong experience with Object Oriented Design.
- Strong experience with RESTful services.
- Strong at finding and fixing bugs.
- Strong experience in the UI/UX field.
- Moderate experience with RubyMotion.
- Moderate-to-high experience with HTML5, CSS3, JSON, Ruby, Git.
- Amateur designer: created the UI for all my projects.
- Familiar with C, C++, C#, JavaScript, VB, VB.NET, SQL, MySQL, Ruby on Rails.
- 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.