


## PERSONAL INFORMATION

## Roland Leth



 Bucharest (Romania)

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 Skype rolandleth

Sex Male | Date of birth 19 Feb 1986 | Nationality Romanian

## PREFERRED JOB

## Lead iOS developer

## WORK EXPERIENCE

1 Oct 2014–Present

## Lead iOS developer

DeinDeal AG, Zürich (Switzerland)

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 analyse 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.

1 Jun 2016–1 Aug 2016

## Backend developer

DeinDeal AG, Zürich (Switzerland)

During this time I participated in a Magento course, I tinkered with PHP for the creation of a couple of API proof of concepts, and I created several APIs with Node.js, Express & Elastic Search. In cooperation with a couple of backend members and the Frontend Lead, we defined the APIs that had to be created for the merge of two projects that eventually became the main one.

16 Dec 2013–30 Sep 2014

## iOS developer

DeinDeal AG, Zürich (Switzerland)

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.

1 Jun 2011–Present

## Independent iOS developer

Bucharest (Romania)

Released two iOS games - which were later sold, two iOS apps, three open source iOS libraries and I created my website. All my projects can be found [here](#)

## EDUCATION AND TRAINING

1 Sep 2008–1 Jul 2010

### M.S. Degree in Computer Science

The Bucharest University of Economic Studies, Computer Science and Economic Informatics department, Bucharest (Romania)

1 Sep 2004–1 Jun 2008

### B.S. Degree in Computer Science

The Bucharest University of Economic Studies, Computer Science and Economic Informatics department, Bucharest (Romania)

## PERSONAL SKILLS

Mother tongue(s) Romanian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
German	A2	A2	B1	A2	A1
English	C1	C2	C2	B2	C2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user  
Common European Framework of Reference for Languages

### Communication skills

- good communication skills, gained through my experience as lead iOS developer and open source creator.
- good communication skills, gained by working in a remote location.
- adapted to multi-cultural environments, gained by working in a multi-cultural company.

### Organisational / managerial skills

- good organisational and team-leading skills, gained as lead iOS developer.
- leadership, gained as lead iOS developer.
- adept at working in an Agile environment.

### Job-related skills

- mentoring skills, gained as lead iOS developer. I was responsible for the guidance, development and growth of our junior developer(s).
- knowledge of quality control processes, gained as lead iOS developer. I always ensured no new features reach our users without a proper Q&A process, and I always strived to improve it.
- user experience knowledge, gained as iOS developer. I always collaborated with the UI / UX and Product teams when implementing new features, and I also designed all of my projects.

### Digital competence

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Proficient user	Independent user	Proficient user

Digital competences - Self-assessment grid

## ADDITIONAL INFORMATION

Projects

Open source:

- iOS 7 style Passcode Lock, compatible with iOS 6+.
- A radio button with a pretty animation.
- Simple to use month & year picker view.

**Other:**

- My website, written with Ruby.
- My website, rewritten with Node.js.

**Publications** I regularly write on my blog about development topics.