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# ROLAND LETH

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## PROFILE

Software engineer with a strong background in Objective-C. 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 DEVELOPER, DEINDEAL, SWITZERLAND – 2013–PRESENT

Serving as one of the two main iOS Developers. Responsible for the creation and maintenance of the native iOS app, which includes the creation of a couple of custom controls, most of the RESTful services and API handling, all animations and a pixel perfect UI, 100% compliant with the design.

### 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.
- 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 with RubyMotion.
- Strong experience in the UI/UX field.
- 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.