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# ROLAND LETH

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## PROFILE

Software engineer with a strong background in Swift and Objective-C, and secondary skills that include JS, Ruby, HTML5 & CSS3, Cocos2D & Box2D and SpriteKit; thus, my main expertise is iOS development, but I've also been involved in Frontend and Backend development, both on personal projects, and at work. All my projects can be found at <https://rolandleth.com/projects>.

During the years, 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. 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

### iOS LEAD, DEINDEAL, SWITZERLAND – OCT 2014–PRESENT

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.

Two of the biggest challenges were sometimes working with a total lack of designs / mocks, specifications, flows or real data, and the migration of the codebase to Swift while also trying to adhere to its best practices, style and overall mentality.

Mid 2016 we started the merge of two projects, that eventually became the main one, and this implied the creation of a new native app. My main responsibilities remained the same, with the addition of being more involved in Product decisions.

#### BACKEND, DEINDEAL, SWITZERLAND – JUNE–OCTOBER 2016

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.

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

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.

#### INDEPENDENT RUBY DEVELOPER – MAY 2013–MAY 2015

I consider myself a junior-level Ruby developer. I haven't released, nor open-sourced much so far and I'm still constantly learning, 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 used to be a regular habit.

#### INDEPENDENT iOS DEVELOPER – JUN 2011–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 and a game; only these can still be found on the App Store.

#### ROLANDLETH.COM – 2013–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. Mid 2016 I migrated it to a Node.js, Express & direct Postgres manipulation, and I greatly improved the HTML and CSS.

#### IT CONSULTANT – 2004–2011

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

#### MASTER'S DEGREE IN COMPUTER SCIENCE – 2008–2010

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

#### B.S. DEGREE IN COMPUTER SCIENCE – 2004–2008

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

### SKILLS

- **Strong**
  - Swift and Objective-C.
  - Object Oriented Design.
  - RESTful services.
  - Git.
- **Moderate**
  - JavaScript – mostly Node.js.

- User experience.
- Cocos2D & Box2D combo / SpriteKit.
- Ruby & RubyMotion.
- HTML5 and CSS3.

Familiar with SQL, MySQL, Ruby on Rails.

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 commenting.

Fluent in spoken and written English.

Familiar with spoken and written German.