ROLAND LETH

Senior iOS Developer and Technical Leader with over 13 years of experience in delivering high-performance mobile applications and leading cross-functional teams. Proven expertise in driving digital transformation for major companies like DeinDeal–part of Ringier–or Therme Media–part of Therme Group. Started my own software company, Runtime Sharks, or startups like Eventa and Qality Tech, focusing on user experience and cutting-edge technologies.

I usually like to understand how and why things work, which also includes decision-making, and it's a reason why I like being involved in as many aspects of a project, from design to business; this way I can have a better picture of the project and its direction and can better guide it forward.

I enjoy helping the team grow, I like offering guidance where needed and I'm always available to offer a helping hand, in-team, but also off-team. In this light, I also contribute to open source, even though rather rarely as of late, and I used to write on my blog.

I'm able to understand problems outside of my field and I'm able to offer guidance, so if someone working on other technologies has a problem, even though I might have no domain knowledge, I have confidence in my ability to help drive the feature forward, as I've done many times in the past.

I have experience with various team compositions and working environments, such as big and small teams, on-site and remote work, and contract, freelance, part-time or full-time positions.

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EXPERIENCE

IOS DEVELOPER, THOUGHTWORKS — OCT 2022–PRESENT

I worked almost exclusively on an SDK in the IoT field, for an international company, delivering features, fixing bugs, improving the performance and reliability of the framework and keeping the code base properly test covered.

The SDK is the common backbone for multiple front-facing apps, unifying the communication between apps and devices.

I offered technical feedback, but also operational improvement ideas. I offered support to other team members, but also to colleagues from other teams.

The most notable technologies used are RxSwift, SwiftUI and SwiftyMocky.

FOUNDER AND WEB DEVELOPER, EVENTA — JUN 2022–JUN 2023

Along with 2 friends, we created a web platform to manage events like weddings, baptisms or birthday parties.

I was the sole frontend developer, building the product from the ground up with React, Redux, TailwindCSS and remix.run. The app features accessibility, custom animations, custom UI controls, a complex dashboard and multiple heavy state-driven UI components, built with functional components, custom hooks and higher order components.

The state is handled via reduxjs/toolkit, with slices for each screen, where applicable, custom async thunks and extra reducers, everything fully internationalised, based either on browser settings, or custom preferences.

HEAD OF DIGITAL, THERME MEDIA — JUN 2020–OCT 2022

When Therme Group started its own digital agency, Therme Media, I joined as Head of Digital, to drive forward the process of digitalisation and to start and lead the Digital department, but also by being hands-on in all projects.

We built Therme's iOS and Android apps, which drove more than 15.000 monthly users within three months from launch, significantly improving brand recognition and engagement and customer satisfaction. The iOS app was built with SwiftUI, fully custom, from views to navigation.

I was responsible for their architecture, for the complex navigation and state management systems and I decided along with backend various data structures,

required by the app. The apps are unit tested, UI tested, fully accessible and are being tested and deployed through a CI/CD solution.

I also worked on various web projects with React, Redux, TailwindCSS, remix.run, Node.js and Express.js.

I was also the connection point between many teams (stakeholders, content, testing, business, UI/UX, backend and mobile), trying to move things forward in the smoothest and most beneficial way, for all parties but also for the business.

iOS DEVELOPER, GREENER PASTURES – SEP 2019–JUN 2020

I've worked with Google Maps, Real Database sync, Firebase, complex animations, complex notification schedules, unit testing, UI testing, Firebase Functions (TypeScript) & complex testing/data validation algorithms and I offered continuous UI/UX feedback

I also got involved in various soft processes, trying to improve how the team operates and how it collaborates with the other teams.

CO-FOUNDER & CPO, QALITY.TECH – JUN 2019–PRESENT

Along with 3 friends, we set out to create a tool that will automatically generate and run all the tests required for a product.

During this time, I built multiple microservices/micro-web-apps, backend and frontend, most of which communicate with each other, some of them with large amounts of data and sensitive information which had to be secured or obfuscated. All services are unit tested, making use of jest or vitest.

Frontends were built with TypeScript, React, Redux, TailwindCSS, vite and remix.run, fully accessible and as user friendly as possible, built with functional components, custom hooks and higher order components. I made sure load times ar as crisp as possible, animations are fluid, but also took care of optimising network calls and object parsing. Network calls were all REST based, usually with axios.

Backends were built with TypeScript, Node.js and either Express.js, or remix.run, along with a PostgreSQL or MariaDB, handled with TypeORM. Endpoints were REST based, but I also made use of RabbitMQ.

I also worked with other various technologies like Docker containers, devops & sysops, bash scripting, microservice architecture, inter-app communication and

security, but I also took part in the tech and product's development and business direction.

FOUNDER & TECH LEAD, RUNTIMESHARKS — OCT 2017–JUL 2023

At the end for 2017 I started my own software development company, mainly focused on iOS, but releasing web and Mac apps as well. We reached a diverse portfolio of almost 20 projects, most of which can be found at https://runtimesharks.com.

Two of the most important ones are a full-stack (backend, frontend, iOS) social media platform, where users could share their travel stories and leave comments and likes to others photos; the other was also a social app, for iOS, where users could challenge others to build better habits via daily posts, comments, likes and uploading pictures.

Most projects include unit tests, integration tests and include accessibility features in various degrees. Technologies used during this time were Swift, Vapor, Node.js, Express.js, React, React Router, remix.run, JavaScript, TypeScript, PopstgreSQL with TypeORM among others.

iOS LEAD, DEINDEAL, SWITZERLAND — OCT 2014–OCT 2017

Serving as lead iOS developer, in close cooperation with our Head of Mobile and the Product and UI/UX teams we analysed and reviewed feature/change requests and suggested alternatives when needed, always thinking about our users' best.

Main responsibilities were:
- 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;
- developing an in-house CI/CD solution, based on a local machine, configured with Xcode Server, accessible through a VPN from outside the office;
- ensuring proper ticket specification so that we can increase the team productivity;
- integrating and mentoring junior members of the team through pair programming sessions; and

- offering support to other teams when needed, be it Frontend and Backend teams, or the Product and UI/UX teams with specs.

Mid 2016 we started the merge of two mobile apps, belonging to two different platforms. **During this time I was responsible for:**

- taking a crucial role in specifying new APIs that were to be created on the new platform and used by the mobile apps. This was done in close cooperation with the backend and mobile teams;
- supporting the backend and mobile teams in regards to the newly specified APIs;
- coordinating the adaptation of the existing iOS app to the new business requirements and infrastructure;
- cooperating with the Product and UI/UX teams; and
- the creation of multiple APIs with Node.js, Express & Elastic Search.

Besides the above mentioned merge, one of the other biggest challenges was sometimes working with a total lack of designs/mocks, specifications, flows or real data.

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

Constantly provided feedback for new components/sections and/or the redesign of old ones, and **my main responsibilities were**:

- coordinating the adaptation of the existing iOS app to the new business requirements and infrastructure;
- creation of custom controls and all animations;
- implementation of RESTful APIs;
- the release of the 2.0 version (which implied the migration from an HTML wrapper);
- constantly working towards a pixel perfect UI, 100% compliant with the design; and
- helping the Frontend and Backend teams with Ruby tasks from time to time.

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 one more game. Some apps were sold, others were discontinued.

SKILLS

Core Technologies

- Swift, SwiftUI, RxSwift, CocoaPods, Fastlane, Unit/UI/e2e Testing, CI/CD Solutions
- Node.js, Express.js, PostgreSQL, React, remix.run, RESTful APIs, API design
- User experience: even though I'm not a UI/UX designer, I have a strong understanding of user experience and how to care for the end user
- Familiar with MySQL, Ruby, Python, Docker, managing a raw VPS, SysOps and SysAdmin, DevOps.

Leadership and Management

- Business requirements: I have an easy time understanding business requirements, adjusting/improving the development process when needed, or understanding the business impact of a feature to be implemented
- Cross-functional Team Leadership, Digital Transformation, Agile Methodologies, Mentoring & Coaching, Technical Architecture Design

Other

- Comfortable with working in any environment, using any tools.
- Adept of writing readable code: from explicit names and consistent style to effective documentation and comments.
- Fluent in spoken and written English.
- Familiar with spoken and written German.

If you're looking for a results-driven technical leader who can drive innovation and mentor teams, feel free to reach out to discuss potential collaborations.