Alex Jonas Skorulis

- Y.O.L.T
May 2014 - July 2014

Sole iOS Developer

Key Functions

- Build a functioning iOS photo messaging social network app with network connectivity mocked
- Implement iOS7 style live and static blurs
- Build high quality UI components featuring dynamic animations
- Create a data protocol to facilite an easy switch between real and mock data
- Implement photo filters similar to instagram
- Develop a system to allow fullscreen video blending with multiple alpha channels

Projects worked on

- A currently unreleased social network

Technologies used

- Facebook Pop
- GPUImage

- Thomson Reuters
July 2012 - February 2014

Senior Mobile Applications Developer

Key Functions

- Research and develop protocols for server - client communication
- Work with existing teams to get project schedules back on track
- Bring new and fresh ideas to existing projects
- Foster the spread of knowledge between remotely located teams
- Transition projects from external development teams into an internal team

Projects worked on

- Reuters Olympics London 2012 - iPhone / iPad application to display Reuters olympic photography in a unique fashion Description (http://blog.thomsonreuters.com/index.php/reuters-olympics-london-2012-app/)
- Boardlink - iPad application to help company board members manage board meeting information. iTunes link (https://itunes.apple.com/au/app/boardlink/id390462758?mt=8)

- Thomson Reuters Eikon - Large scale iOS application used in the finance industry iTunes link (https://itunes.apple.com/au/app/thomson-reuters-eikon/id551988464?mt=8)

Technologies used

- Objective C
- Google protocol buffers
- Thrift

- Apsmart   **November 2011 - June 2012**
Mobile Applications Developer

Key Functions

- Develop applications both in house and for external clients
- Liaise with external clients to overcome obstacles and manage expectations
- Work with designers to identify and eliminate overly complicated elements from mock ups before implementation
- Participate in design discussions of new applications

Projects worked on

- Shazam LyricPlay - iPhone / iPad application that showed lyrics in a karaoke style to songs on the users device. Originally built as a standalone application it has now been combined into the standard Shazam application. Feature info (https://www.shazam.com/music/web/productfeatures.html?id=587)
- MPme - iPad application to listen to online radio with recommendations generated for the user based on previous listening habits Product website (http://radio.mpme.com/)

Technologies used

- Objective C
- Google protocol buffers
- XMPP chat protocol

- MIA International   **December 2009 - June 2011**
Senior Mobile Applications Developer

Key Functions

- Develop and maintain mobile applications across a number of platforms.
- Ensure applications are designed to work effectively across multiple resolutions and screen orientations.

- Estimate development times and product costings based on loose descriptions.
- Liaise with clients to discuss technical aspects and best practices of mobile applications.
- Manage application submissions for iPhone and Android.
- Train and instruct internal and external developers.

Projects worked on

- Pages Digital - iPhone and Android application to deliver news and gigs from Pages Digital (http://www.pagesdigital.com)
  Android link (https://market.android.com/details?id=com.miainternational.PagesDigital&feature=search_result)
  iPhone link (http://itunes.apple.com/au/app/music-gigs-fashion-guide/id397713753?mt=8)
- Multiple live wallpapers for Android using both 2D and 3D technologies.
- AdFactory - Library for Android,iPhone and Blackberry that allows developers to easily use the adfactory library that was originally designed for mobile websites.
- What Makes me - iPhone version of the flash website http://www.whatmakesme.com.au/ (http://www.whatmakesme.com.au/). Allowed the user to build a 3d cube and then submit it to the website. (no longer available)
- Childrens Panadol - Informational application about childrens panadol. iPhone link (http://itunes.apple.com/au/app/childrens-panadol/id368157238?mt=8)
- AdTech - iPhone based exhibition program guide for Sydney and Melbourne (no longer available)

Technologies used

- Objective C
- Java
- OpenGL
- Javascript

- **Asset Insure**   November 2006 - May 2009

Software Developer/Analyst

Key Functions

- Expand knowledge in the realm of insurance/finance as well as the .Net environment
- Liaise with clients to discuss business requirements and produce specifications for new application functionality

Projects worked on

- Graile - A complete business solution for the insurance, reinsurance and securities industry capable of handling all day to day processing for business insurance.
- Legacy handover - Process of converting all existing legacy data into the new system being developed by the company.

Technologies used

- C# (Winforms) .Net 3.0, XML, UML
- SQL
- UML, Rational Rose

- **Woolworths**   November 2003 - November 2006
Longlife Dayfiller / Customer Service

- **Parallax Corporate**   June 2002 - January 2004
IT Sub-contractor - (Fujitsu)

Key functions

- Responsible for efficiently installing and configuring on-site computerised cash register systems

- **Education**

The University of Sydney 2006
Bachelor of Science & Technology (Software Development)

Hennessy Catholic College - Young, NSW
Higher School Certificate
UAI 88.45

- **Referees**

Available on request

- **Personal Projects**

- Phringly (https://itunes.apple.com/au/app/phringly/id661740558?mt=8) - iOS

photo editing app to allow a photo to be split into multiple rotating rings
- Swarmers (http://www.kongregate.com/games/skorulis/swarmers? acomplete=swarmers) - Simple flash game built in actionscript 3 where the player controls a swarm of animals that follow the mouse
- Swarmers 2 (http://www.newgrounds.com/portal/view/445475) - Sequel to Swarmers with expanded gameplay
- A.D.A.M (http://www.newgrounds.com/portal/view/517527) - Flash game where the goal is to protect a planet from asteroids.

- Personal Information

Mobile	+61418782173
Date of Birth	February 21, 1984
Nationality	Australian
Interests	Soccer, Touch Football, Programming Computer Games

Career-driven and motivated Bachelor of Computer Science & Technology (Software Development) Graduate, with a high level of theoretical and practical experience and an eagerness to listen and learn within a dynamic software development environment. Possesses a strong determination to succeed, sets high standards, communicates well across all personnel and works as a cooperative member of a team, essential to achieving positive outcomes.