

# Alex Jonas Skorulis

## **lenslife**

May 2014 - March 2015

### **Sole iOS Developer**

#### **Key Functions**

- Build a fully functioning iOS photo messaging app
- Build high quality UI components featuring heavy use of dynamic animations
- Implement photo filters similar to instagram
- Create a core data backed sync system to allow guaranteed eventual consistency allowing the app to function almost completely without network access by displaying cached data and caching changes to be sent when Internet access becomes available
- Implement symmetric message encryption to limit user access to private photos

#### **Projects worked on**

- lenslife - iTunes link (<https://itunes.apple.com/au/app/lenslife-photo-messenger/id945568543?mt=8>)

#### **Technologies used**

- Facebook Pop (<https://github.com/facebook/pop>)
- GPUImage (<https://github.com/BradLarson/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](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.
- Childrens Panadol - Informational application about childrens panadol.  
iPhone link (<http://itunes.apple.com/au/app/childrens-panadol/id368157238?mt=8>)

### 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

## 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.