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## **PROFIL**

Software engineer, I started my career as a member of a little team where I learnt to work for my teammates to make a high quality software required in embedded systems.

I'm focused on iOS development since 3 years. On each mission, I work to make the best software possible at user experience service.

## **EXPERIENCE**

### **IOS LEAD DEVELOPER, MENTION — JUNE 2012 - PRESENT**

I started working for mention finishing and fixing a first version of the application that was started by another company. I'm the only developer on the project for the iOS part. After the publication of the first version I make the second version in about 2.5 months (<https://itunes.apple.com/us/app/mention-for-iphone/id535505237>). I rewrite the network code to manage safely JSON responses of the server (REST/HTTP API) and every errors that can be send to the application. In this 2.5 months I also integrated a complete redesign. I also had to solve the classical problems of UITableViews display efficiency. During development I used my own distribution and crash report server based on HockeyKit and QuincyKit to achieve as fast as possible a high quality application.

### **FREELANCE IOS DEVELOPER, FOTOLIA — SEPTEMBER 2012 - JUNE 2013**

By developing a prototype of the iPad application in less than a week I manage to be chosen to make the Fotolia iPad application (<http://us.fotolia.com/>). The application is now available on the AppStore (<https://itunes.apple.com/us/app/fotolia/id527943024?mt=8&uo=4>). I'm the only developer on the project for the iOS part. For this project I built from the ground the communication with Fotolia's server (HTTP API) using the best building blocks available (afnetworking is the best instance). I had to solve problems linked to displaying lot of images to reach a high rate of FPS in order to provide a very clean user experience. I managed the translators team needed to translate the application in 9 languages. I managed every aspects of application management linked with developer.apple.com and itunes Connect.

I have also bootstrap the Fotolia Instant application that is know published (<https://itunes.apple.com/us/app/fotolia-instant/id674978883?mt=8>)

### **FREELANCE, MUXI — OCT 2012 - NOV 2012**

I made version 2 of Muxi application (<https://itunes.apple.com/us/app/muxi/id524962000?mt=8&uo=4>) To do this job I got source code of version 1 and to manage source code before everything else I put it in a git repository. After understanding the code I made the evolutions needed for v2 by modifying as few as possible the code to avoid risks as much as possible. The evolutions were on the design and on the logic of the Muxi service.

### **FREELANCE, ULTEO — JAN 2012 - MAR 2012**

I fixed bugs for Ulteo (<https://itunes.apple.com/us/app/ulteo-open-virtual-desktop/id485006520?mt=8&uo=4>) and managed publication for them.

### **FREELANCE, VENTE DU DIABLE — FEV 2011 - APR 2011**

I made the second version of Vente Du Diable application. I integrated a payment system (<http://www.pay-zen.eu/>) and I dealt with security aspects of communication between the app and the payment server. After the second version they changed their strategy and they chose to develop their website in responsive design to make it available on all mobiles. The application is no more available on AppStore.

### **PROFESSOR, INGESUP AND SUPINFO TOULOUSE — 2011 - 2012**

I taught Computer Architecture and Operating Systems to bachelors + 1 at Ingesup. I taught Computer architecture to bachelors + 1 and Compilation to bachelors + 2 at Supinfo

### **EMBEDDED SYSTEM SOFTWARE ENGINEER, LEROY AUTOMATION — 2004 - 2010**

I developed embedded systems on Linux and realtime kernel such as FreeRTOS. I also developed internal field-bus and developed the first version of systems connected by a realtime Ethernet network. Last year I joined quality team in order to be the link between developers and the quality management. I was an active member of the creation of the new quality system of Leroy Automation and we had the rail specific certification IRIS (<http://www.iris-rail.org/>) which is above ISO9001 certification.

For more details on the hardware I worked on, and the software that I developed, contact me.

#### **EDUCATION**

University Paul Sabatier (Toulouse III), France — Master, Designer in Machines architectures and Informatics systems, 2003 – 2004

University Paul Sabatier (Toulouse III), France — Maîtrise, Informatique, 2002 – 2003

University Paul Sabatier (Toulouse III), France — Licence, Informatique, 2001 – 2002

#### **SKILLS & EXPERTISE**

I know very well OO programming and specifically I know in depth Objective-C language and Cocoa Touch framework.

I know how to manage memory of very constrained system like mobile phones or embedded systems.

I have a very good feeling of what is a good design and I integrate it with the respect of designers on each pixel. I'm a pixel-perfect developer.

I am a member of team appreciated and I know how to write effective documentation.