Junior Engineer IOS Developer

Objective

Independent iOS development, or leading small or medium sized teams, preferably in technical-oriented companies.

Experience C++ / DirectX 2007 - 2008

■ Bigger companies I worked for - Grajs, DnS Development ■ Developing D3D GUI system. ■ Creating movie player that renders to D3D texture, suitable for games. ■ Leading small team of programmers on big project of developing GPS software for WinCE devices. ■ Cinder project for projecting video on 3D objects.

C# / ASP 2008 - 2010

■ ·Bigger companies I worked for - Alfred Music Publishing

■ ·Developing system for playing video of unlimited resolution by splitting it on more computers. Reproduction was controlled from one server through real time socket synchronization.

■ ·Building ASP site for creating pdf books for musicians, which allows custom joining of sheets by multiple criteria. I created whole back end part of system, was included in some parts of front end development and additionally built separate programs for filling database and placing orders on separate server in specified intervals. Objective C / iOS development 2009 - now

■ ·Bigger companies I worked for - Alfred Music Publishing, Vast.com, nSphere

■ ·Lot of small outsourcing jobs usually consisting of repairing bugs or adding functionality to programs.

■ ·Developed app for tuning guitar and learning chords which was based on low level math algorithms for processing and analyzing sound. Also, I made piano based equivalent of guitar chord app.

- ■ ·Created app for playing episodes of cartoon and accompanying small games for children. During this project I gained experience with In-App purchase, which is used for buying content from inside app.

- ■ ·During employment at Vast.com where I lead mobile team which developed several in-house apps, and worked on apps for associate companies like Lemonfree, USAA and Vehix.

- ■ ·Started independent development, and so far released one game - Quadruzzle.

Education Higher school of electro technical science, Belgrade, Serbia (Bachelor equivalent)

Skills Good spoken and written English, basic Spanish, experience in solving problems from different areas. Experience in working in smaller teams, big companies and as independent developer.

Released iOS apps

Some of apps that I released were removed from AppStore after year or two due to hardware change in cases where employer didn't want to continue support. Here are some that can still be found:

Molly Moccasins (http://itunes.apple.com/us/app/molly-moccasins/id395696785?mt=8) iPhone/iPad educational and game app for children where user can download weekly episodes with

audio/video story and multiple games. Episodes are bought through Apple's InApp Purchase. Music for Little Mozarts (http://itunes.apple.com/us/app/music-for-little-mozarts/id412230593?mt=8)

iPhone/iPad app for learning basics of music through playing 10 different games. All games are unique and adjusted for all iOS devices in all orientations.

iChord Guitar (http://itunes.apple.com/us/app/ichord-guitar/id367108986?mt=8) iPhone/iPad app for guitar players consisting of two parts - chord dictionary with list of all chords and tuner for

string instruments.

Quadruzzle
(http://itunes.apple.com/us/app/quadruzzle/id481413168?mt=8)

iPhone/iPad tile puzzle game, also my first independent project. User can solve puzzle created of images that are on device, or can be taken through game.

Besides apps I developed from start to end, I did contribute to creating or maintenance of few big apps such as: -

USAA app (http://itunes.apple.com/us/app/usaa-mobile/id312325565?mt=8) - X1 app (http://itunes.apple.com/us/app/x1-mobile-search-for-iphone/id385118771?mt=8)

There are some apps I created that should soon be released, such as Lemonfree app (http://www.lemonfree.com/) which is biggest project I worked. Also, there are some big projects I developed, but they never got released because of some business complications, such as apps for Vehix and iChord Piano.

Some apps I created were provided for inside use in companies I worked for and there are lot of apps I contributed in small repairs and maintenance issues that in sum gave me lot of experience but are unfit to be mentioned as my release.