

experience : 8 Years

Swift

Clean Architecture

JIRA

iOS

Git|SVN|Jenkins

Agile

Async-Await

Xcode|iPhone|iPad

About HSA:

Engineer experienced in creating native iOS applications with in-depth knowledge of the basics, programming languages (Objective C, Swift, SwiftUI) and the iOS Framework standard (UIKit, MapKit, SpriteKit, etc.). He also has extensive experience in a large number of third-party SDKs: Parse Server, Facebook, PayPal, Google Maps.. He is looking for a new work opportunity to prove that he can meet his challenges. Motivation, seriousness and perseverance are my keywords.

Key experience:

2016 - 2017

2017-2019

2019- 2022

2023

Enano-Tech
IOS developer engineer

Elsevier
iOS developer

Sodexo
iOS developer

Renault Groupe
IOS Developer

KEY SKILLS

- Swift
- SwiftUI / combine
- RxSwift
- MVVM| MVC| Singleton
- Git|SVN|Jenkins
- Agile
- Async-Await
- Xcode|iPhone|iPad

**TRAINING -
EDUCATION**

- 2012 – 2015 : National Diploma of Engineer in Communications and Networks Gabes National Engineering School (ENIG)
- 2010 – 2012 : Preparatory studies for the Engineering-Technology cycle Preparatory Institute for Engineering Studies of Monastir (IPEIM)



LANGUAGES

- English
- French
- Arabic

 **2023****Renault group****Rôle : IOS DEVELOPER****Context :**

He worked as an iOS developer on all Renault group applications. He joined an agile team of 23 people including 20 developers (9 iOS developers, 9 Android developers and 2 back developers) and 3 product owners.

Responsibilities:

- Maintenance and development of new features for Renault Group
- Create ui component with swiftui in library and expose them to app using spm
- Writing functional specifications
- Writing maintenance sheets
- Use tuist to generate pbxproj
- Develop a virtual key feature that allow the user to control their vehicle from a mobile phone, such as locking, unlocking, starting, turning on the light and horn
- implement a live activity to monitor the vehicle's state of charge
- Add an Apple Watch extension to control the vehicle and receive notifications with Apple Watch
- Add a new feature for interactive guide so we can simplify the use of the user guide, the user simply scans with his phone a part of the vehicle and he will be redirected to the desired user guide
- Implement async await
- Use tuist to generate pbxproj
- Implement a solution for application theme management between different targets
- migrate application to spm

Technical environment : Clean Architecture, Combine, Promise, Swift format, Swift, SwiftUI, mvvm, CocoaPods, spm, JIRA, Confluence, Git, Scrum, Amazon services, firebase, spm, tuist, aem, SourceTree, Google Analytics, Proxyman, Mvvm-C



2019- 2022

Sodexo



Rôle : IOS DEVELOPER

Context 1 :

He worked as an iOS developer for Sodexo. He joined an agile team of 8 people including 6 developers (3 iOS developers, 3 Android developers) and 1 product owner.

Responsibilities:

- Maintenance and development of new features for sodexo
- refont graphique
- add thématisation solution for multiple target
- implement xcodegen
- refont networking

Context 2 :

He worked as an iOS developer for Oneo. he joined an agile team of 8 people including 6 developers (3 iOS developers, 3 Android developers) and 1 product owner.

Responsibilities:

- Maintenance and development of new features for Oeneo applications with MVVM architecture and full RXSwift

Technical environment : swift, mvvm ,iOS, Xcode JSON,Xctest, CocoaPods, Crashlytics, Alamofire, RXswift,JIRA, Confluence, Git, Scrum,Poeditor, Moya, Crowdin

ARKEA Group



Rôle : IOS DEVELOPER

Context:

He worked as an iOS developer on all ARKEA Group applications. He joined an agile team of 40 people including 20 developers (9 iOS developers, 9 Android developers and 2 back developers) and 1 product owners.

Responsibilities:

- Development and maintenance of native iOS mobile applications with MVVM architecture, RXSwift/RXCocoa, Protocol oriented programming, dependency injection with swinject and reusable code with pods
- Development and maintenance of iOS frameworks/pods
- Updating and writing of technical and functional documentation.
- Redesign of libraries and decompose it into several libraries
- Implementation of a data recovery system with Firebase / remote config



Responsibilities (suite) :

- Development of an online payment validation functionality with Swift and MVVM
- Integration of a pinning certificate solution in the connection libraries
- Code reviews
- Participation in agile ceremonies (daily, grooming, Sprint planning, retro)
- Using reactive programming with RxSwift
- Using the coordinator

Technical environment : Objective-c, swift, mvvm, SVN, mvc, cordova ,iOS, Xcode JSON,Xctest, CocoaPods, TestFlight, Crashlytics, Alamofire,JIRA, Confluence, Zeplin, Git, Scrum,InVison, pods, RXCocoa, RXswift, swiftlint, swinject, swiftgen, xcframework

Methodology : Agile (Sprint 2 Semaines, Daily, Démo, Rétro, Grooming, Backlog Refinement, Sprint planning)

2017-2019

Elsevier GmbH



Rôle : IOS DEVELOPER

Context 1 :

He worked as an iOS developer at Elsevier GmbH. He joined an agile team in this mission he had the chance to Work on swift and objective-c to create mobile applications, create a Framework for a generic Quiz, work with Restful WS, Localization, CoreData and JSON

Responsibilities:

Achievements :

- Projet iOS (pflege) Swift:
 - Application dedicated to nursing students
 - Quickly find answers to your questions
 - Worked on protocol, delegates, subclass and extensions
 - Involved in the planning and development of detailed project plans
 - Integrated CoreData functionality
 - Fix crashes / bugs reported by QA and remove memory leaks
 - Writing unit tests in swift using JUnit
 - Integration and configuration of Crashlytics.
 - Setting up a manager for communication with Rest APIs
 - Code reviews
 - Participation in agile ceremonies (daily, grooming, sprint planning, retro)
 - Team of 15 people in Agile / Scrum

Technical environment : Objective-c, swift, mvc,,iOS, Xcode JSON, Xctest, CocoaPods,, Crashlytics,, RXswift,JIRA, Confluence, Zeplin, Git, Scrum



Context 2 :

Projet iOS (Kscore) Objective-C/Swift :

Responsibilities:

- Dedicated to the prevention and management of febrile neutropenia in patients undergoing cancer chemotherapy:
- Patient risk factor calculator and MASCC score complete each form
- Help the doctor calculate the cancer score
- Objective-C development of a static Framework
- Integrated the new Framework and creates a generic quiz model
- Interface migration to support iPhone X.
- Integrated CoreData functionality
- Analysis and assistance in the design of requests for changes.

Technical environment : objective-c, mvc, framework

Context 3 :

Projet iOS (surviveMed) Swift :

Responsibilities:

- Application dedicated to medical students
- Technological choice and management of the relationship with the profession.
- Updating and writing of technical and functional documentation.
- Quickly find answers to questions
- Find AZ medical terms and abbreviations
- Help relieve anatomies of medical students by providing them with the basics of orientation
- Improve understanding of anatomy
- Implementation of the Continuous Integration System
- Integration and configuration of Crashlytics
- Integration and configuration of Sonar Cube.
- Implementation of the crash information collection system with Crashlytics
- Writing unit tests in Swift
- Writing UI tests in Swift
- Use of different targets and multi languages
- Participation in agile ceremonies (daily, grooming, sprint planning, retro)
- Team of 7 people in Agile / Scrum

Technical environment : swift, iOS, Xcode JSON, Xctest, CocoaPods, Crashlytics, JIRA, Confluence, Zeplin, Git, SonarCube, Jenkins, git, confluence, Scrum



Context 4 :

Projet iOS (Netter) Objective-c

Responsibilities:

- Application dedicated to medical students
- Apps to help educate the best drug for the patient
- Added new functionality and fixed bugs
- Updating and writing of technical and functional documentation.
- Participation in agile ceremonies (daily, grooming, sprint planning, retro)
- Team of 2 people in Agile / Scrum

Technical environment : swift, iOS, Xcode JSON, git

**Eiffage Construction**

Rôle : DEVELOPER ENGINEER

Context 3 :

Projet iOS (FinaleSafe) Swift :

Responsibilities:

- Application dedicated to monitoring construction sites
- Technological choice and management of the relationship with the profession.
- Updating and writing of technical and functional documentation.
- Development of the registration and login module
- Development of the home module
- Installation of a vent collection system with firebase
- Use of auto layout
- Setting up a manager for communication with Rest APIs
- Participation in agile ceremonies (daily, grooming, sprint planning, retro)
- Team of 3 people in Agile / Scrum

Technical environment : swift, iOS, Xcode JSON, Xctest, CocoaPods, Crashlytics, Git, SonarCube, Jenkins, git, Scrum





2016 – 2017

Enano-Tech

Rôle : IOS DEVELOPER ENGINEER

Responsibilities:

- Development of iOS mobile applications
- Real experience in the world of objective-c and swift programming
- Experience working with Storyboard, auto layout; auto resizing and Builder interface

Context 1 :

Projet iOS (Le Club Bio) Swift :

Responsibilities

- Application of the sale of organic products
- Scan product barcode, get points, get free products
- Notification on the nearest Bio-store
- Development in Objective-c
- Worked with UIKit, RestWeb Service
- Correction of bugs reported by QA
- User interface screen implementations with UITableView
- Use pods / cartage to add frameworks
- Use of QR Code to scan and register purchased products
- Using googleMap to display the nearest stores
- Use of the notification each time the user approaches 150m from a store
- Use of customized pins to display stores and some information on the map
- Use of the third-party library to display the statistics of the statistic of the point won

Technical environment : Objectivec, swift , mvc, projeqtor, APi-Rest, Alamofire; QRCode, Maps SDK



Context 2 :

Projet iOS (HajziLine) Swift :

Responsibilities:

- Booking application for cottages and houses
- Use of online payment for reservation (payfort)
- View details for each ad
- Use alamofire for WS press release
- Use of googleMap to display the positioning of the property
- Select booking days divided into several categories
- Worked with uikit, RestWeb Service
- Correction of bugs and bugs reported by the QA
- Implementation of interface screens with auto-resize
- Use pods / cartage to add 3Rd part frameworks
- Custom UIElements, UIActionSheet, UITableView, UIColelctionView

Technical environment : Objectivec, swift, mvc, projeqtor, PayFort, APi-Rest, AFNetworking

Context 3 :

Projet iOS (Projeqtor) Swift :

Responsibilities:

- Application of project management
- Used to organize the project, break it down into tasks
- Track tasks and change status (done, under test)
- Receive a notification about the tasks assigned to you
- Worked with uikit, RestWeb Service
- Correction of bugs and bugs reported by the QA
- Implementation of user interface screens with UITableView, custom UIScrollView using Cocoa Framework
- Used pods / cartage to add 3Rd part frameworks
- Custom UIElements, UIActionSheet, UITableView, UIColelctionView

Technical environment : Objectivec, swift, mvc, APi-Rest

