

PERSONAL INFORMATION

Radu Dan



 Romania, Bucharest

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Sex Male | Date of birth 02/10/1989 | Nationality Romanian

JOB APPLIED FOR POSITION

Senior/Staff iOS Engineer – Team/Tech/Mobile Lead

PERSONAL PROJECTS

Mobile Applications

- **Football Gather** – An iOS app for organizing casual football matches with friends.
Platform: iOS (Swift, SwiftUI)
Available on the [App Store](#), with the source code open-source on my [GitHub repository](#).
- **CarChum** – A tool for managing vehicle maintenance, and service records.
Platform: iOS (Swift, SwiftUI)
Available on the [AppStore](#), and the code is open-source on my [GitHub repository](#).

Technical Articles and Blogging

I write technical articles on Swift and iOS development, which are available on [Medium](#).

Content Creation and Podcasting

I've recently launched my YouTube channel, "[Swift Nuggets with Radu Dan](#)", where I share educational videos focused on Swift programming and iOS development.

TOOLS & TECH STACK

Beginner

- Cross-platform mobile development using Flutter, React Native, Titanium
- Web services: SOAP, REST
- Programming languages: Java, PHP, JavaScript, HTML5

Intermediate

- Mobile development frameworks: Android SDK, Cocoa Touch, Core Data, StoreKit, Core Bluetooth, Core Location, EventKit, SwiftyJson, GPUImage, Google Analytics, Vapor (Server-Side Swift)
- Agile methodologies: Scrum, Kanban, XP, TDD, pair programming, SOLID, Clean Code, DRY
- CI/CD tools: Jenkins, Travis, Bitrise, TeamCity, fastlane, AppStore Connect, Firebase, TestFlight
- IDEs: Xcode, Android Studio, Eclipse, MyEclipse, Titanium SDK
- PM Tools: Jira, Notion, Trello, HackMD, Whimsical

Expert

- Swift development (iOS development with Swift, Cocoa Touch, Tuist, Swinject, Realm)
- Leadership in Agile/Iterative Development & Software Architecture (Clean Architecture, Lean methodologies)
- Strong proficiency with version control tools: GitLab, GitHub, Azure, Bitbucket
- Automated testing and code quality: SwiftLint, Snapshot Testing, Sonar, SwiftyMocky
- Team leadership and mentoring, fostering a collaborative work culture

WORK EXPERIENCE

May 2022 -- present

Senior iOS Engineer & Staff iOS EngineerQonto, Paris, France, <https://qonto.com/en>**Business or sector** Finance, Banking, IT Software.**Key Achievements & Responsibilities:**

- Led the technical development of a mobile project that made it easier for customers to match invoices with transactions, increasing the average number of manual attachments on transactions by more than 10%.
- Implemented key features, including multi-VAT support and supplier invoice management for thousands of users.
- Improved the Xcode migration process for all iOS Engineers by adopting the latest stable version within 2.5 weeks of release, ensuring a smooth transition for the team.
- Ensured code delivery at the highest standards, emphasizing high testability, achieving code coverage of over 95%, and maintaining zero defects.
- Reduced build time execution on the CI for the primary workflow by 25%.
- Defined the modularization structure of the iOS codebase using Tuist.
- Led technical interviews, administered skill tests, conducted debriefs, and participated in candidate assessments, contributing to the recruitment of seven iOS Engineers.
- Conducted training sessions for the iOS Team (50+ Mobile Engineers), covering topics such as CLI tooling and Proxyman.
- Owned and drove the technical roadmap of my team's stack, aligning it with business goals.

Aug 2018 – May 2022

Mobile Guild Lead and Lead iOS DeveloperDeloitte Digital, Bucharest, Romania, <https://www.deloittedigital.com/ce/en.html>**Business or sector** IT Software, Consulting**Key Achievements:**

- Led the Mobile Community of 30+ members, overseeing technical direction and best practices.
- Managed a team of 20 iOS and Android Developers, ensuring smooth project execution.
- Delivered mobile solutions for apps with 400-500k monthly users, maintaining a 4.8-5.0 star rating.
- Owned technical design and solution architecture for mobile features.

Sep 2016 – Aug 2018

iOS DeveloperDeutsche Bank, Bucharest, Romania, <https://www.db.com/>**Business or sector** IT Software**Key Achievements:**

- Main contributor to features such as Branch Finder (locating nearby branches and ATMs on a map), Postbox (aggregating notifications), and managing Mortgages in the iOS app.
- Built the core for the Automated Testing Framework of the DB mobile app.
- Participated in the interview process and conducted technical job interviews for iOS positions.

May 2013 – Sep 2016

Team Lead & iOS DeveloperOpen Digital Sevices (ex-Beler Soft), Bucharest, Romania, <https://www.open.global/>**Business or sector** IT Software**Key Achievements & Responsibilities:**

- Defined project estimates, timelines, and technical documentation.
- Mentored junior developers and maintained high coding standards.
- Conducted research to introduce new technologies into the development process.

- Created internal frameworks and best practices for the mobile team.
- Automated iOS IPA build processes, improving CI/CD efficiency.
- Developed and maintained over ten iOS apps, integrating key features like In-App Purchases and BLE communication.

August 2011 – May 2013

Mobile App Developer

Inside Media Communication, Bucharest, Romania, <https://www.softwareimc.com/>
 Business or sector IT Software, Outsourcing

Key Achievements & Responsibilities:

- Developed and launched multiple iOS and Android apps from concept to App Store/Google Play.
- Integrated In-App Purchases and push notifications, enhancing app functionality.
- Built custom Android widgets and developed two cross-platform apps.
- Contributed to over ten iOS and three Android applications.

EDUCATION AND TRAINING

2012 - 2014

Master's Degree in Virtual Reality

EQF 7

The Faculty of Automatic Control and Computer Science, University Politehnica of Bucharest

- Specialized in VR systems, 3D modeling, computer animation, and high-performance graphics.
- Thesis: Developed a video surveillance system with facial recognition, motion detection, and live streaming on Android.

2008 - 2012

Bachelor of Engineering (BEng), Applied Informatics

EQF 6

The Faculty of Automatic Control and Computer Science, University Politehnica of Bucharest

- Focused on AI, web & multimedia applications, databases, and embedded systems.
- Thesis: Built a mobile system for text-to-speech conversion from images, aiding visually impaired users.

Additional Training & Certificates

- **Mobile Apps Programmer** -- Credis Academy (Advanced Android, UI/UX for mobile, 3D graphics).
- **Database Design & SQL** – Oracle Academy (Database modeling, SQL query optimization).

PERSONAL SKILLS

Mother tongue(s) Romanian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C1	B2	B2	B1
Certificate for professional skills - advanced level language skills in English					
French	B1	B1	B1	A2	A1

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user
 Common European Framework of Reference for Languages