Achraf Trabelsi

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SOFTWARE ENGINEER
iOS Developer

Summary

- Proficient in iOS mobile development (Swift, Objective-C, SwiftUI, Combine, Async/Await, etc.)
- Knowledge of Android mobile development (Java, Android Studio, etc.)
- Committed to good mobile practices (clean code - architecture, performance, design patterns, etc.)
- Experience in JavaScript development (NodeJS, ExpressJS, REST, etc.)
- Great team spirit with experience in agile methodologies (Scrum) and SAFe.
- Creativity and passion for new technologies, especially in mobile.

Professional Experiences

Senior iOS Developer   [Since October 2022]

Oodrive - Software Publisher

Project "Work": Secure platform for enterprise document management. iOS application on iPhone and iPad.

- Design, technological choices, and management of business relations.
- Establishment of the project structure: Tools, Libraries, CI/CD...
- Implementation of the project architecture: Micro-Apps via SPM to improve modularity and maintenance.
- Creation of the Logger library: to log different events in the application.
- Implementation of a centralized Design System tokens to ensure visual coherence throughout the application.
- Implementation of a developer mode: Integration of practical tools for developers such as displaying API response logs and the ability to activate or deactivate certain features, to facilitate debugging and development.
- Implementation of the PDF viewer based on the PDFTron solution.
- Implementation of the photo & video viewer: Custom UI.
- Implementation of features: Teamspaces, Personal Space, Offline Mode...
- Updating of technical and functional documentation on Confluence.
- Backend API testing via Swagger & Postman.
- Contribution to the API Doc.
- Unit Testing.

- Code refactoring and reviews.
- Development in SOLID and Swift.
- Participation in agile ceremonies (Daily, Backlog Refinement, Sprint Planning, Retro).
- Team of 12 people in Agile/Scrum.

Environnement : iOS, Swift, Xcode, Async/Await, SwiftUI, JSON, Micro-apps-Architecture (SPM), MVVM, XCTest, SPM, TestFlight, Firebase Crashlytics, JIRA, Confluence, Figma, Swagger, Postman, Git, Gitlab, Scrum, SOLID Principles, KISS, YAGNI, DRY, Creational Patterns, Structural Patterns, Behavioral Patterns.

Project "Oodrive Meet": A comprehensive professional solution for digitalizing governance meetings. It optimizes their organization from managing invitations and votes to communicating minutes, including compiling documents for supervision, all within a highly secure environment.

- Implemented the voting feature for topics in meeting details.
- Implemented the recurring meeting feature.
- Transitioned to Async/Await and implemented SwiftUI for new screens.
- Removed Cocoapods and migrated libraries to SPM.
- Optimized application performance and fixed bugs: detected memory leaks via Instruments and corrected them.
- Created white-label brands (Crédit Agricole, etc.) for the Meet application called Custos using a homemade tool.
- Updated the custom generation tool (Angular JS & Docker).
- Backend API testing via Swagger & Postman.
- Contributed to the API Doc.
- Unit Testing.
- Code refactoring and reviews.
- Development in SOLID and Swift.
- Participated in agile ceremonies (Daily, Backlog Refinement, Sprint Planning, Retro).
- Team of 12 people in Agile/Scrum.

Environnement : iOS, Swift, Xcode, Combine, Async/Await, SwiftUI, JSON, AngularJS, Docker, MVVM, XCTest, CocoaPods, SPM, TestFlight, Firebase Crashlytics, CryptoSwift, JIRA, Confluence, Figma, Swagger, Postman, Git, Gitlab, Scrum, SOLID Principles, KISS, YAGNI, DRY, Creational Patterns, Structural Patterns, Behavioral Patterns.

Project "Oodrive Share": An iOS application that provides a trusted environment for all sensitive content and documents of companies. It allows companies to create, collaborate, and share their sensitive content and documents securely.

- Implemented the Public-Groups feature that allows sharing content with one or multiple public groups.
- Fixed bugs in the OPDFKit module for viewing PDF files in the application, a module shared with other applications.
- Created white-label brands (LVMH, Crédit Agricole, Avocats de Paris, etc.) for the Work application called Custos using a homemade tool.
- Updated the custom generation tool (Angular JS & Docker).
- Fixed a significant memory issue that affected several clients.
- Backend API testing via Swagger & Postman.
- Contributed to the API Doc.
- Unit Testing.
- Code refactoring and reviews.
- Development in SOLID and Swift.
- Participated in agile ceremonies (Daily, Backlog Refinement, Sprint Planning, Retro).
- Team of 12 people in Agile/Scrum.

Environnement : iOS, Swift, Objective-C, Xcode, Combine, Async/Await, SwiftUI, JSON, AngularJS, Docker, MVVM, XCTest, CocoaPods, SPM, TestFlight, Firebase Crashlytics, CryptoSwift, JIRA, Confluence, Figma, Swagger, Postman, Git, Gitlab, Scrum, SOLID Principles, KISS, YAGNI, DRY, Creational Patterns, Structural Patterns, Behavioral Patterns.

Senior iOS Developer   **[January 2020 to September 2022]**

Niji - Service Company
* Mission with 'Engie': Natural gas and green electricity supplier in France.
Projet "Engie Particulier - ERL Feature Team" : iOS application for Engie's customers, allowing them to monitor their energy consumption, read their meters, access their latest bills, find all information on their contracts and services, and download proof of residence.

- Design, technological choices, and management of business relations.
- Updated technical and functional documentation on Confluence.
- Implemented the installation journey for the new ERL ENGIE key.
- Integrated Netatmo SDK and led exchanges with Netatmo's technical team.
- Implemented SSE (Server-sent events) streaming to retrieve a user's consumption data from the ERL ENGIE key in real-time.
- Proposed UX/UI improvements to business teams to facilitate the installation journey for users.
- Application maintenance and bug fixing.
- Launched the Beta-Test phase and managed business feedback.

- Monitored Backend logs via Kibana.
- Backend API testing via Swagger & Postman.
- Developed in SOLID and Swift.
- Deployed with iTunes Connect and Firebase Distribution.
- Code refactoring and reviews.
- Unit Testing.
- Participated in agile ceremonies SAFe (Daily, Backlog Refinement, Sprint Planning,
- Retro, PI Planning...).
- Team of 11 people in Agile/Scrum SAFe.

Environnement : iOS, Swift, Objective-C, RxSwift, RxCocoa, Combine, SwiftUI, Xcode, JSON, MVVM, XCTest, CocoaPods, Carthage, TestFlight, Firebase Crashlytics, Alamofire, CryptoSwift, WireMock, SSE, Bluetooth SDK, JIRA, Confluence, Zeplin, Swagger, Kibana, Postman, Git, Gitlab, Scrum SAFe, SOLID Principles, KISS, YAGNI, DRY, Creational Patterns, Structural Patterns, Behavioral Patterns.

iOS Developer   [December 2018 to January 2020]

Niji - Service Company
* **Mission with 'Engie'**: Natural gas and green electricity supplier in France.
Projet "Engie Particulier - Consumption Tracking Feature Team" : iOS application for Engie's customers, allowing them to monitor their energy consumption, read their meters, access their latest bills, find all information on their contracts and services, and download proof of residence.

- Technological choices and management of business relations.
- Updated technical and functional documentation on Confluence.
- Application maintenance and bug fixing.
  - Identified a memory leak issue in the application.
- Implemented HTTP caching for WebService calls.
- Developed an in-app rating system which improved the app's store rating from 3.2 to 3.9.
- UI redesign of the application.
- Took the initiative to remove the Chart library and use Apple's native APIs to create graphs and charts for the application (Developed a base chart for other developers to use).
- Monitored Backend logs via Kibana.
- Backend API testing via Swagger & Postman.
- Developed in SOLID and Swift.
- Unit Testing.
- Deployed with iTunes Connect and Fabric Firebase Distribution.
- Code refactoring and reviews.

- Participated in agile ceremonies SAFe (Daily, Backlog Refinement, Sprint Planning, Retro, PI Planning...).
- Team of 10 people in Agile/Scrum SAFe.

Project "Engie Smart" : iOS application for Engie's testers for R&D purposes.
- Technological choices and management of relations with the Data Science team.
- Developed several POCs to test the new ERL Engie key.
- Implemented the gas installation journey in POC.
- Developed in SOLID and Swift, Objective-C.
- Deployed with iTunes Connect and Fabric Firebase Distribution.
- Participated in agile ceremonies (Daily, Grooming, Sprint Planning, Retro…).
- Team of 5 people in Agile/Scrum SAFe.

Environnement : iOS, Swift, Objective-C, RxSwift, RxCocoa, Xcode, JSON, MVVM, XCTest, CocoaPods, TestFlight, Firebase Crashlytics, Alamofire, CryptoSwift, WireMock, Bluetooth SDK, JIRA, Confluence, Zeplin, Swagger, Kibana, Postman, Git, Gitlab, Scrum SAFe, SOLID Principles, KISS, YAGNI, DRY, Creational Patterns, Structural Patterns, Behavioral Patterns.

iOS Developer   [August 2017 to August 2018]

Easy Mountain - Startup specialized in hiking

Project "Mhikes": Public iOS application (iPhone and iPad) providing nearby hiking trails. It also helps to guide and orient users throughout their journey.

- Analysis and assistance in the design of requests for evolution.
- Adding functionalities to the existing application.
- Maintenance and anomaly correction (memory issues).
- Writing technical and functional documentation.
- Implementation of various modules (user tracking system during exploration).
- Design and implementation of the "MPMhikesPresentation" framework from scratch for downloading trails and displaying them on the map.
- Design and implementation of the "MPMhikesNavigation" framework from scratch for managing navigation and points of interest (POI).
- Migration of the application and frameworks to Swift 4.
- Use of reactive programming with RxSwift.
- Migration of interfaces to support iPhone X.
- Setup and integration of Motwin SDK for exchanges between Backend and mobile.
- Configuration of CocoaPods for private deployment of frameworks.
- Configuration of iTunes Connect for app deployment.
- Preparation for certification and provisioning.
- Integration and configuration of Crashlytics.

- Refactoring and code reviews.
- Customer support concerning frameworks.
- Participation in agile ceremonies (Daily, Sprint Planning, Review, Retro...).
- Team of 8 people in Agile/Scrum.

Project "Who's Up" : A social network of geolocated events that allows users to create events targeting a group of friends sharing the same interests.

- Architecture setup.
- Design and implementation of the iOS application from scratch in Swift.
- Analysis and assistance in the design of requests for evolution.
- Maintenance and anomaly correction.
- Writing technical and functional documentation.
- Creation of the "MPInstant" framework for event creation, chat management, and push notification.
- Setup and integration of Motwin SDK for exchanges between Backend and mobile.
- Migration of the application and frameworks to Swift 4.
- Migration of interfaces to support iPhone X.
- Configuration of CocoaPods for private deployment of frameworks.
- Configuration of iTunes Connect for app deployment.
- Preparation for certification and provisioning.
- Integration and configuration of Crashlytics.
- Refactoring and code reviews.
- Team of 12 people in Agile/Scrum.

Environnement : iOS, Objective-C, Swift, Xcode, JSON, MVC, MVP, XCTest, Motwin SDK, CocoaPods, Google Maps, SDWebImage, TestFlight, Crashlytics, Alamofire, Realm, RxSwift, CryptoSwift, Bugtraq Redmine, SVN, Git, GitHub, Scrum.

iOS Developer   [January to August 2017]
Société Générale - Bank
Project "SogeSmart": iOS application (iPhone and iPad) for Société Générale customers in New Caledonia. It allows clients to carry out classic banking operations such as account tracking, management, transfers, etc.

- Analysis and assistance in designing requests for evolution.
- Addition of features to the existing application.
- Maintenance and anomaly correction.
- Technical and functional documentation writing.

- Implementation of various modules (transfers, consultation, and downloading of statements in PDF, real-time attendance module for branches).
- Use of Motwin SDK for communication with the Backend.
- Configuration of iTunes Connect for application deployment.
- Code refactoring and reviews.
- Participation in agile ceremonies (Daily, Sprint Planning, Review, Retro...).
- Team of 10 people in Agile/Scrum.

Environnement : iOS, Objective-C, Xcode, JSON, MVC, Motwin SDK, CocoaPods, TestFlight, Crashlytics, Bugtraq Redmine, SVN, Scrum.

iOS Developer   [January to December 2016]

Mobile Powered - Software Publisher

Project "Crédit Agricole": iOS application (iPhone and iPad) for Crédit Agricole customers in Germany. It allows clients to obtain a loan from the bank.

- Maintenance and anomaly correction.
- Design modification.
- Update of technical and functional documentation.
- Development in Objective-C and Swift.
- Deployment with iTunes Connect and TestFlight.
- Code refactoring and reviews.
- Participation in agile ceremonies (Daily, Sprint Planning, Review, Retro...).
- Team of 5 people in Agile/Scrum.

Project "MyInovallée" : Application for employees of Inovallée (Grenoble Technopole) to present the news of Inovallée, presentation and registration for events, and setting up a module to comment live on conferences.

- Technological choices and management of business relations.
- Update of technical and functional documentation.
- Implementation of new features (Event list, Calendar, Tweet module for current event).
- Development in Swift.
- Deployment with iTunes Connect and TestFlight.
- Use of QR Code to generate event tickets.
- Participation in agile ceremonies (Daily, Sprint Planning, Review, Retro...).
- Team of 10 people in Agile/Scrum.

Project "Photo Gallery" : An internal application similar to Instagram that allows taking photos and sharing them on the company's internal network or on social networks.

- Technological choices and management of business relations.
- Design and implementation of the iOS application from scratch.
- Backend development with NodeJS.
- Implementation of the REST API with ExpressJS.
- Analysis and assistance in designing requests for evolution.
- Mockup, prototyping, and collaboration with business teams.
- Technical and functional documentation writing.
- Implementation of features (Push Notification, Chat...).
- Use and configuration of SceneKit for 3D display.
- Participation in agile ceremonies (Daily, Sprint Planning, Review, Retro...).
- Team of 5 people in Agile/Scrum.

Technical Skills

iOS Development	Swift, Objective-C, SwiftUI, Async/Await, Combine, RxSwift, Xcode, AppLoader, iPhone, iPad, CocoaPods, CocoaTouch Framework, XCTest, CoreData, Alamofire, Firebase Platform
Patterns & Coding Principles	MVC, MVVM, VIPER, Factory, Builder, Decorator, Adapter, Facade, Proxy, Composite, Observer, SOLID Principles, KISS,
JavaScript	JavaScript, NodeJS, ExpressJS
DevOps	TestFlight, Firebase Distribution, SVN, Git, GitLab, GitHub
Interoperability	REST, XML, Motwin SDK, SocketIO, SSE
Database	SQLite, SQL, MySQL, NoSQL, MongoDB
Operating Systems	macOS, Linux
Project Management	Scrum, Agile SAFe, JIRA, Confluence, Trello, Redmine
Other Tools and Technologies	Unity3D, Adobe Photoshop, IntelliJ

Initial Training

- **2015** : Degree in Computer Engineering with a specialization in Mobile Information Systems - Private Higher School of Engineering and Technologies (ESPRIT).

Miscellaneous

- **Languages:** English, Arabic
- **Hobbies:** Cinema, Football, Video Games
- **Interests:** Apple Technologies, Mobile Hardware, NodeJS
- Participation in coding competitions (Imagine Cup, Global Game Jam…)
- Technological monitoring and community engagement