

Yoam Farges

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Nationality : french

Experienced iOS developer

I'm a mobile developer with more than seven years experience in iOS development. I always write software having the final user in mind, creating applications with an intuitive user experience. I am also passionate about the use of good development patterns, and am always working towards making every line of code maintainable and testable.

Experiences

Please note that you can have a quick overview of my past projects on my portfolio website yoamfarges.piruzap.com

iOS & Android developer at the Bank of New Zealand

2015 - 2016, Wellington, New Zealand

- ▶ Added several features on the iPhone, iPad and Android banking applications, working in a strong Agile environment
- ▶ Led the modernisation and code refactoring process of the iOS UI library of the bank
- ▶ Creation of the bank's first Apple Watch app

Freelance iOS & web developer

2014 - Now

- ▶ Mobile workshop teacher at IESA, a multimedia school in Paris
- ▶ Update of WonderApp by Meetineo, an event-management iOS app using a RESTful webservice API
- ▶ Creation of multiple minor Wordpress, Symfony and Django websites

iOS & multimedia developer at Repos Production

2011 - 2014, Brussels, Belgium (Boardgames editing company)

- ▶ Development, graphic design, specifications making for the iPhone and iPad apps: Times Up!, 7 Wonders, 7 Wonders Companion, Twin It!, Crazy Poker
- ▶ Development of the python game server for 7 Wonders iPad, using Twisted and Twistar

iOS Developer at GMT Editions

2008 - 2010, Bordeaux, France (Web agency specialized in tourism)

- ▶ Development of the first version of the touristic iOS app iRhône-Alpes
- ▶ Development of a touristic audioguide iPhone app with GPS features

Education

Technology degree in development, multimedia, and internet

IUT Sciences et Réseaux de Communication

2009 - 2011, Bordeaux, France

Programming school Epitech

2007 - 2009, Bordeaux, France

- Intensive training in programming and theory of information systems

Skills

Development

- **iOS:** Objective-C, Swift, SnapKit, ReactiveCocoa, most of the regular Cocoa frameworks
- **Android:** Java, Dagger, Mockito
- **Python:** Twisted, Django
- **Patterns:** MVC, MVVM, reactive-programming, functional programming, protocol-oriented programming, test-driven development
- **IDE:** xCode, Android Studio, PyCharm
- **Web:** WOA, RESTful APIs, PHP, Symfony, Wordpress, MySQL, HTML5, CSS3, bootstrap, javascript
- **Others:** C, Unity, bash

Workflow

- **Agile:** Scrum, Kanban
- **Git:** experienced user, adept of the mandatory pull-request philosophy

Others

- **Platforms:** Mac, Unix/Linux
- **Graphic design:** Photoshop, Sketch, and a passion for user experience

Languages

- **French:** Native
- **English:** Fluent