

Mohamad Hammoud

iOS Developer CV

Education

Beirut Arab University

Field: Computer Engineering

Profile Summary

iOS developer with passion for creating industry leading mobile apps, while integrating a smooth UI/UX experience and attention to detail. Experienced with various programming languages and tools, I am always on the lookout for working with new cutting edge technologies, and delivering a top notch product.

Skills

- **Languages:** Swift, Objective-C, Python, Java, HTML, CSS, JavaScript
 - **Development Tools:** Xcode, iOS SDK, IDE
 - **Frameworks:** UIKit, SwiftUI, iOS APIs, Libraries
 - **Testing & Integration:** Unit Testing, Continuous Integration, Git/Github
 - **API & Data Handling:** RESTful API Integration, Data Parsing
 - **Cloud & DevOps:** Node
 - **Methodologies:** Scrum, Agile
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Relevant Experience

iOS Developer

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- Worked on maintaining an iOS application consisting of a collection of trivia games.
- Used the Swift programming language and UIKit, alongside Xcode IDE to develop the application.
- Worked with a backend developer in order to integrate the network requests with the app, and worked with a UI/UX designer in order to make sure the application appeared coherent and well put.

- Implemented continuous integration and testing practices, such as Google Crash analytics.
- Worked in an agile software development team.

iOS Developer

Wave Bike

- Created an iOS application from scratch using the Objective-C programming language and Xcode IDE.
- Worked with a cross platform team in order to make sure the application functioned and looked consistent on the web, Android, and iOS platforms.
- Integrated Restful APIs into the application to perform network requests.
- Implemented a Google Maps functionality into the application to make sure the users can track their live location.

iOS Developer

Traveln.ai

- Created a customer companion application for an already existing application for the iOS platform.
- Developed the application using the Swift programming language and UIKit library, using the Xcode IDE.
- Implemented various Restful APIs in order to handle the network requests the application required.
- Worked with a UI/UX designer to make sure the application looked coherent with the original application.
- Worked in an agile software development team.

Key Projects

Wave Bike app

Role: iOS Developer

Worked on developing and maintaining an iOS mobile application for an electric bike rental company. The user can choose to create an account and book a bike through the application, and once the bike has been made ready the user would be sent a notification asking him to pick up his bike from the shop. The application offers various functionalities, such as allowing the user to keep track of his journeys on the bike, and checking how much battery is left in his bike. Additionally, the user can choose to contact the help desk through the application in case of an emergency, or ask for replacement parts or send his bike for repairs.

Lots

Role: iOS Developer

Maintained an iOS mobile application that consists of trivia games, such as puzzle and hangman, that the user can play and score points. At the end of each week, a draw is made where one of the highest scoring users can gain a chance at winning a prize. In addition to maintaining the application, I added various new functionalities and helped tweak the frontend design to a newer theme.

Certifications

- **Certified iOS Developer**
- **Backbase iOS Developer**