

Romain Boulay

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31 years old

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Technical skills

Machine Languages	Swift, Objective-C, C/C++, Ruby, Python, Scala, Java.
Frameworks	iOS SDK (from 3.0), Cocoa, Ruby On Rails.
Methodologies	Agile: SCRUM (ScrumMaster certified).
Languages	French (native speaker). English (Full professional proficiency).
Other	Multimedia edition (sound processing, photo and <u>short movie editing</u>). Portfolio: romainboulay.com

From April 2016. Senior Mobile Engineer, SoundCloud

I have joined the discovery cluster and have been focused on building diverse features for iOS like search filters, recommended tracks, Core Data inferred migration, charts and playlist discovery. With Core Clients since April 2017, I have been contributing to App Modularization, Offline Sync, In-app purchases and more.

2015-2016. Senior iOS Developer, Brainly

My role at Brainly was to help my remote team to produce a world-class product. I initiated regular pair programming, code reviews and setup a continuous integration system. I also encouraged the use of agile methodologies, cross-functional pairing, KPIs reviews and higher involvement of the team in the product definition. During my time there we witnessed a growth from 100K to 200K MUU on iOS.

2014-2015. Lead iOS Developer, Wimdu

I joined Wimdu to create from scratch the mobile apps and setup their infrastructure. The first months were dedicated on shaping and developing autonomously the Host app (iOS + APIs). Then to scale to a team of 9 people in order to maintain and improve the Host app while working on the new Guest app, fully in Swift.

2013-2014. Lead iOS Developer, myDriver

I have been first focused on stabilizing and improving the current public app and rewriting the driver's app. Then I worked on the next public version, building a new architecture, defining APIs and designing the UX.

2011-2013. Lead iOS Developer, Playadz

Full enterprise framework design and implementation. Quote writing, mobile strategy consulting. Study and lead development of 15 iPhone and iPad apps: Nature64, Cannes is Yours, Odysseum, Club14, Cap3000...

2009-2011. iOS Developer, Intellicore

Study and development of 20 iPhone and iPad applications: Horizon, iRATP, MacBidouille, Thesorimed, Fabled Lands, etc. Responsible for the entire project process: from writing specifications with the customer to the app development and App Store submission.

2008-2009, 9 months. iPhone Developer Intern, Intellicore – Development of a mobile tourist guide

Degrees

2006 - 2009	IT Master's degree of Sophia-Antipolis Polytechnic School, <i>Université de Nice</i> .
2004 - 2006	IT Two-year diploma from a University Institute of Technology in Aix-en-Provence, <i>Université de la Méditerranée</i> .

Hobbies

- Tennis, rugby, soccer, badminton.
- Wine & Gastronomy

- Photo, Cinema & Series