



# MAJDI FELAH

IOS DEVELOPER

Borehamwood, United Kingdom  
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## ABOUT ME

A highly motivated and energetic iOS developer. Friendly, mature and flexible individual with a proven excellent communication and social skills built through my involvement in both professional and social activities.

Proven ability to work independently as well as a part of a team. Adept at technical troubleshooting and anticipating future potential problems.

Seeking to leverage programming expertise in an agile/non-agile environment.

My passion for mobile development is my key of success.

## PERSONAL DETAILS

Visa status  
Pre-Settled EEA family member

## WEBSITES & SOCIAL LINKS

[LinkedIn:](https://www.linkedin.com/in/majdifelah/)  
<https://www.linkedin.com/in/majdifelah/>

[Github:](https://github.com/majdifelah)  
<https://github.com/majdifelah>

## WORK EXPERIENCE

### CORETHREE LTD

Watford  
Sep 2020-Present

### Senior iOS Developer

- Involved in multiple apps.
- Build / Maintain M-Ticket apps
- Applications built using Swift 5 and Objective C
- Worked in an agile environment with daily stand-ups and bi-weekly sprints
- Tasks/User stories were managed using JIRA
- Used XCTest in a Test-Driven Development environment along with the Continuous Integrations tool, App Center
- Worked with URLSession, CoreLocation, MpKit, Grand Central Dispatch, UserDefaults, MBProgressHUD, Apple Push Notifications, UIKit, CoreGraphics, CoreAnimation, CoreTest, CoreData, Keychain...
- Payment integration using Braintree and Braintree Drop UI
- Managed 3rd party frameworks using CocoaPods
- Used Crashlytics to track issues which occurred in previous versions
- Introduced Pair programming and code reviews to level up the code quality and easier future maintenance.
- Was involved in various bug fixes throughout Apps: TFL cycle hire, Intalink, Arriva Bus, lothian buses, Oxford tube, translink, whippet, Transport for greater Manchester
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### DROPS

London  
July 2020-Aug 2020

### Senior iOS Developer

#### DROPS STATIONS

- Hand sanitizer App helps to make hand hygiene a more accessible and everyday element of people's lives
- Build the application to Swift 5.2
- Used Github for version control and code reviewing.
- Used XCTest in a Test-Driven Development environment along with the Continuous Integrations tool, Travis
- Used Adobe Xd for design and asset management.
- Worked with URLSession, CoreLocation, MpKit, Grand Central Dispatch, UserDefaults, Gmail, Facebook, Twilio, MBProgressHUD, Apple Push Notifications, UIKit, CoreAnimation, Xctest, SDWebImage, ReachabilitySwift.
- Managed 3rd party frameworks using CocoaPods

## LANGUAGES

- ENGLISH
- SPANISH
- FRENCH
- ARABIC

### **BREZAA LIMITED**

London  
June 2020-Sep 2020

- Used Crashlytics to track issues which occurred in previous versions
- Was involved in various bug fixes throughout

### **Lead iOS Developer**

#### **BREZAA**

- Leading a team of iOS Developers to ensure the roadmap is fulfilled on time and in line with the vision.
- Ensuring all team members are clear on their contribution, by ensuring everyone has an up to date role description
- Fully engaging with BrezAA's talent acquisition process and striving to always hire the best and most engaged team members for the team.
- Assuring key mobile projects successfully delivered on time.
- Migrate the application to Swift 5
- Worked in an agile environment. Team of 4 people.
- Lead a team of 3 junior iOS Developers.
- Tasks/User stories were managed using ASANA
- Used Github for version control and code reviewing.
- Used XCTest in a Test-Driven Development environment along with the Continuous Integrations tool, CircleCI
- Used Sketch for design and asset management.
- Worked with URLSession, CoreLocation, MpKit, Grand Central Dispatch, UserDefaults, Gmail, Facebook, MBProgressHUD, Apple Push Notifications, UIKit, CoreGraphics, CoreAnimation, CoreTest, CoreData, SDWebImage, Moya, ReachabilitySwift.
- Used Crashlytics to track issues which occurred in previous versions
- Was involved in various bug fixes throughout

### **FREELANCER**

London  
May 2020-Oct 2020

### **iOS Freelance**

#### **CLIENTS PROJECTS**

Involved in multiple apps.

- Applications built using Swift 5
- Used XCTest in a Test-Driven Development environment along with the Continuous Integrations tool, CircleCI
- Worked with URLSession, CoreLocation, Grand Central Dispatch, UserDefaults, Gmail, Facebook, MBProgressHUD, Apple Push Notifications, UIKit, CoreGraphics, CoreAnimation, CoreTest, SDWebImage, ReachabilitySwift.
- Managed 3rd party frameworks using CocoaPods
- Used Crashlytics to track issues which occurred in previous versions
- Was involved in various bug fixes throughout

### **THE APP EXPERTS**

London  
May 2019-May 2020

### **Snr iOS Developer**

#### **INTERNAL/EXTERNAL PROJECTS**

Involved in multiple apps.

- Applications built using Swift 4, Swift 5
- Worked in an agile environment with daily stand-ups and bi-weekly sprints

- Tasks/User stories were managed using JIRA
- Used XCTest in a Test-Driven Development environment along with the Continuous Integrations tool, CircleCI
- Worked with URLSession, CoreLocation, MpKit, Grand Central Dispatch, UserDefaults, Gmail, Facebook, MBProgressHUD, Apple Push Notifications, UIKit, CoreGraphics, CoreAnimation, CoreTest, CoreData, FileManager
- Managed 3rd party frameworks using CocoaPods
- Used Crashlytics to track issues which occurred in previous versions
- Introduced Pair programming and code reviews to level up the code quality and easier future maintenance.
- Was involved in various bug fixes throughout

## VISMEDIA AGENCY

London

Aug 2019-Dec 2019

## Snr iOS Consultant via The App Experts

### WASH AT HOME APP

- E-commerce app for washing clothes with pickup/delivery at home
- Application built using Swift 4.2 exclusively.
- Worked in an agile environment. Team of 4 people.
- Lead a team of 3 junior iOS Developers
- Worked in a strict clean architecture environment
- Used FreedCamp for task management and sprint planning.
- Implemented Payment integration from scratch using Stripe.
- Used Github for version control and code reviewing.
- Worked with CoreLocation, MpKit, Grand Central Dispatch, UserDefaults, Gmail, Facebook, MBProgressHUD
- Used Sketch for design and asset management.
- Implemented Realtime chat using Firebase's realtime database type.
- Implementing Localisation (English and Spanish)
- Used Moya for better network layer management.
- Introduced Pair programming and code reviews to level up the code quality and easier future maintenance.
- Was involved in various bug fixes throughout
- Used Crashlytics to track issues which occurred in previous versions
- Published Testflight builds for testing.
- Managed 3rd party frameworks using CocoaPods

## EXO PLATFORM

Tunis

Aug 2018-Feb 2019

## Mobile Apps Developer

### INTIGO APP

- Ridesharing app for fast, reliable rides in minutes
- Application built using Swift 4.x
- Application is available on iPhone, iPad.
- Worked in an agile environment with a weekly sprint and daily standups
- Tasks/User stories were managed using JIRA
- Helped ensure good standards by introducing both Pair Programming and Code Reviews

- Was following Test Driven Development (TDD) methodology when testing the applications
- Used Github for version control and code reviewing.
- Implementing Localisation (English, French and Spanish)
- Created Unit Testing using XCTest
- iOS native frameworks used; UIKit, CoreTest, FileManager
- 3rd party tools used; CoreLocation, Grand Central Dispatch, UserDefaults, Gmail, Facebook, MBProgressHUD

## VYND SOLUTION

Tunis  
Feb 2018-Aug 2018

### iOS Developer via Exo Platform

#### VYND

- An application to help you to find the best restaurants, bars, Coffee Shop and more
- Application was built using Swift 4.x
- Application is available on iPhone and iPad
- Worked within an agile environment with weekly sprints and daily stand-ups
- Tasks/Features were tracked using Jira
- Used Pair Programming to better help understand code based and design patterns
- Used Github for version control and code reviewing.
- Followed TDD when adding new features and bug fixing
- iOS native frameworks used; CoreLocation, CoreAnimation, CoreGraphics, UIKit, URLSession, OperationQueues, GCD, CoreData
- Used Crashlytics to track issues
- Managed 3rd party frameworks using CocoaPods

## AFRICA ECOMMERCE SERVICES

Tunis  
Nov 2017-Feb 2018

### iOS Developer via Exo Platform

#### IUMIA

- E-commerce app allows you to to shop everything in one place
- Application built using Swift 4.x
- Application is also available on iPhone, iPad
- Was involved in various bug fixes throughout
- Used Crashlytics to track issues which occurred in previous versions
- Used XCTest to ensure bugs had been fixed to a good degree
- Was working in agile environment, with sprints that lasted 2 weeks and daily standups
- Collaborated with other iOS developers using Mob Programming every week to ensure coding standards
- Worked with iOS native frameworks including; UIKit, URLSession, Grand Central Dispatch, OperationQueues, FileManager, UserDefaults
- Worked with 3rd frameworks including; Facebook, MBProgressHUD, URLSession
- Managed 3rd frameworks using CocoaPods

## TUNISIE TELECOM APPS

Tunis  
July 2017-Nov 2017

### iOS Developer via Exo Platform

#### MYTT APP

- An application allows you to manage your mobile, landline and data lines from your smartphone.
- Application was built using Swift 3.x
- Application is available on iPhone and iPad
- Worked within an agile environment with weekly sprints and daily stand-ups
- Tasks/Features were tracked using Kanban
- Used Pair Programming to better help understand code based and design patterns
- Followed GitFlow methodology
- Followed TDD when adding new features and bug fixing
- iOS native frameworks used: AVKit, UIKit, URLSession, OperationQueues, GCD, UserDefaults

## BIAT BANK

Tunis  
Dec 2016-July 2017

### iOS Developer via Exo Platform

#### BIAT BANK

- Banking app help to check you to check your current account and transfer money.
- Application built using Swift 3.x
- Worked in an agile environment with daily stand-ups and bi-weekly sprints
- Used XCTest in a Test-Driven Development environment along with the Continuous Integrations tool, CircleCI
- Contributed in the redesign of the networking layer, to better follow Protocol Orientated Programming
- Worked with various levels of security implemented from encrypting local storage to encrypting network communications
- Enhanced user experience through the use of Apple Push Notifications when transferring money
- Worked with CryptoSwift, SQLCipher, AES-256, RSA-SHA2
- Managed 3rd party frameworks using CocoaPods

## LAGOO SARL

Tunis  
Sep 2016-Dec 2016

### Jnr iOS Developer via Exo Platform

#### TUNISIE PRESS

- A news application arranges stories in topics including top stories, TN news, world news, politics, business, technology and sport.
- Application was built using Swift 2.x
- Application is available on iPhone, iPad
- Worked with sprints cycles lasting 2 weeks and stand-ups every day
- Worked using patterns such as Model-View-Controller, Singleton, Factory, Observer and Delegation
- Was following the Protocol Orientated Programming philosophy

iOS native tools; URLSession, GCD, FileManager, Property Lists, CoreAnimation, CoreGraphics, UserDefaults.

## EDUCATION

**Polytechnic University of Bucharest**  
Bucharest  
2018

**Master of Science**  
MSc Industrial Engineering  
• With Honors

**Higher institute of IT Tunis**  
Tunis  
2015

**Master's Degree**  
MSc Science Technology in cyber security of embedded systems  
• Honor's Society Name Member  
• Masters  
• Certifications  
• Major  
• With Honors

**Higher institute of IT Tunis**  
Tunis  
2013

**Bachelor of Science**  
Bachelor Science Technology in embedded system and computer science.  
• Honor's Society Name Member  
• Award Name Recipient  
• With Honors

## SKILLS

### Native Tools

UIKit, URLSession, GCD, OperationQueues, CoreData, Realm, FileManager, UserDefaults, CoreAnimation, CoreGraphics, XCTest, Apple Push Notifications (APNS), CoreLocation, MpmKit

### 3rd Party Tools

CryptoSwift, SQLCipher, Gmail, Facebook MBProgressHUD, iOS-File-Management, Moya, SDWebImage, Firebase

### Environment

Xcode, Swift 2.x, 3.x, 4.x, 5.x, JIRA, Kanban, GitHub, GitLab, CircleCI

### Design Patterns

Model-View-Controller (MVC), Model-View-ViewModel (MVVM), Dependency Injection (D.I.), Clean Code, S.O.L.I.D. Design Principles, Singleton, Factory, Namespace, Delegation, Observer.

### Methodologies

Code Reviews, Pair Programming, Mob Programming, TDD, Protocol Orientated Programming (POP).