

Michael Ciurus

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PROFESSIONAL EXPERIENCE

Senior iOS Software Developer / Team Lead

Jodel June 2016—Present, Berlin, Germany (Remote)

- Developed and shipped the Jodel iOS app using Objective-C, Swift, ReactiveCocoa, RxSwift, Realm, MVVM, Coordinators
- Invented and implemented an improved iteration of the MVVM design pattern
- Maintained very high App Store customer ratings and 99.99% crash free rate with millions of users
- Implemented and wrote a [Jodel blog post about a novelty approach to testing](#). Maintained good quality unit tests and acceptance tests
- Invented and implemented a voting animation which increased votes per DAU by 5%
- Maintained continuous integration scripts using Fastlane and Bitrise
- Interviewed candidates focusing on compassion and respect. Invented and introduced developer friendly [open-source-driven interviews](#)
- Maintained pixel perfect design and counseled on Apple Human Interface Guidelines and pleasant animations

Founder, Designer, iOS Developer

Driven January 2018—Present

- Noticed by Apple and invited to Apple Developer Event in Berlin
- Designed and created the Driven iOS App
- [#5 Product of the Day on Product Hunt](#)
- Top 40 in Productivity in App Store
- 100% crash free with 1000 monthly active users

"Your app, Driven: Focus & Achieve, stands out as a great contribution to the App Store."
- Apple

Technical Writer, Tech Editor

Raywenderlich January 2017—January 2018, McGaheysville, US (Remote)

- Co-Author of "iOS 11 by Tutorials" book (Including ARKit chapter)
- Author of "[ReSwift Tutorial](#)"
- Tech-Editor for "[iOS Design Patterns](#)" video course
- Updated "[CALayer Tutorial for iOS](#)"

"I really enjoyed working with you while you were here, and I think you're a talented developer / author, and we'll miss you"
- Ray Wenderlich - Founder at Raywenderlich

iOS Software Developer

Nightset July 2016—November 2016, London, England (Remote)

- Designed architecture and developed the Nightset iOS app using Swift, RxSwift, Realm, MVVM, Coordinators

iOS Software Developer, Software Design Lead

Pulsate November 2014—May 2016, Dublin, Ireland (Remote)

- Lead the mobile team in Software Design
- Designed, developed and distributed the Pulsate iOS SDK using custom Xcode scripts, CocoaPods, Objective-C, Core Data
- Solved a lot of challenges connected with CoreBluetooth, CoreLocation, beacons, geofences
- Represented the mobile team during demo presentations for clients

"Michal is an excellent developer with strong technical skills as well as great communication skills. He is able to take often complex tasks and produce clean and concise code that is also scalable. Michal worked well with our development team and was always willing to go the extra mile to get a project across the line."
- Phelim O'Brien - Senior Product Manager at Pulsate

iOS Software Developer

Lightship December 2015—April 2016, Kamloops, Canada (Remote)

- Designed architecture and developed the Lightship iOS app using Swift, Realm, MVVM
- Written an article on "[Why UI Design is important for Software Developers](#)"

"Thanks for your hard work Michal, I've been very pleased with your work, it has been very professional and I appreciate working with someone of your caliber. If anything new and exciting comes up we'll definitely reach out to you again."

- Tyler Eastman - CTO at Lightship

iOS Software Developer

Razorbear

February 2015—May 2015, Kraków, Poland

- Developed an iPad app for BP Petrol Stations using Objective-C

“Michał was a key developer in one of iOS projects developed at our agency. The development took 3 months and during that period Michał excelled at his job. Michał worked remotely and was always responsive, proactive and engaged. I hope we will have an opportunity to work with Michał again in future.”

- Maciej Zymno - Co-founder at Razorbear

Software Developer

FlightScope

October 2013—November 2014, Kraków, Poland

- Developed software in C++, Java, Objective-C using computer graphics (OpenGL) for sports championships including Wimbledon

“I’ve had the pleasure of being Michał’s Team Leader and Scrum Master when he was working as a junior software developer in FlightScope. He was a part of the most high profile projects in the company, working for such clients as Wimbledon, ATP/WTA and finally on the FlightScope Baseball iPad app. He worked in many different technologies, always delivering code of high quality. Michał is professional, very easy to work and communicate with.”

- Paweł Bednarek - Team Lead at FlightScope

PROJECTS / OPEN SOURCE / VOLUNTEER WORK

Swift Pearls

- Author of [“RxSwift For Dummies”](#) tutorial series

Wikipedia

- Wikipedia iOS app contributor
- Made it on the list of contributors in the iOS App credits

Blockstack

- Blockstack iOS SDK contributor
- Supported [Stealthy.im](#) in integrating the SDK into the app

KatanaRouter

- Developed a library for Redux architecture routing in Swift

Uniwersytet Dzieci

September 2017—Present, Kraków, Poland

- Volunteering in helping in teaching children new exciting stuff. Specialized in robotics.

EDUCATION

Bachelor of Computer Science

Jagiellonian University • Faculty of Mathematics and Computer Science • Kraków, Poland • September 2014 • Bachelor’s exam grade: 4.5