Florent Alexandre
Developer

florentalexandre.be
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LinkedIn

PROFILE

Mobile developer with 6 years of experience on Apple platforms. Loves creating innovative mobile experiences.

EXPERIENCE

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iOS Developer, Full Time, Octave Group
NOVEMBER 2017 - DECEMBER 2018

I worked in the Octave Group mobile development team, working full time on their mobile projects.

TouchTunes : iPhone app written in Objective-C and Swift. The app is an interface to control TouchTunes jukeboxes and make payments. Added several new features and helped the team refactor the older Objective-C codebase in Swift. I also developed APIs in Java specifically designed for the app.

Freelance iOS Developer, florentalexandre.be
DECEMBER 2016 - SEPTEMBER 2017

I sometimes work as part of a team or as the lead developer on various projects.

Tarmac : Universal iOS app written in Swift with an heavily customized UI allowing the user to listen to podcasts, live radio, watch live video streams…

Kapaza : Spent two months helping Kapaza teams overhaul the UI of their iPhone app in Swift.

Software Engineer, Full Time, A7 Software
MARCH 2016 - OCTOBER 2016

I worked with the iOS team to develop the product of the company. I also helped with the UX of the product by designing the wireframes of a new version of the app.

Andaman7 : Universal iOS app written in Objective-C allowing patients to manage their health data and share it with their care givers.

iOS Developer, Full Time, Tapptic
AUGUST 2012 - MARCH 2016

I worked on a lot of projects in various fields during my time at Tapptic. Sometimes in a team sometimes as the lead developer. It was mostly media apps for TV channels or newspapers but there was also banking apps, marketing apps, SDKs… Here's a non-comprehensive list of the projects I worked on during my time there :

VOOMotion : Universal iOS app written in Swift and companion app on Apple Watch. TV app with EPG, VOD and remote control.

AXA Soon : Banking iPhone app with innovative features such as budget management, bak account activity as a timeline, wire transfers via PayPal and support via chat.

Timeline by Screenity and Screenity SDK : SDK and Universal iOS app centered around public interaction : push notifications based on location, audio environment, time of day, BLE beacons…

OTAKeys : SDK and iPhone app allowing the user to book a shared car and open it via Bluetooth.

Android Developer, Manex
SEPTEMBER 2011 TO JUNE 2012

I worked for Manex in the context of my master thesis.

« My Lampiris » Android app for Lampiris Energy Provider.

PERSONAL PROJECTS

Hedra : Universal iOS app written in Swift. Dice roller in 3D using the SceneKit Apple framework. Solo work, from the first sketches to the promotional videos used in the App Store.

EDUCATION

2012 Université de Liège, Belgique - Master in Computer Science

SKILLS

Languages

French - Native Speaker

English - Full proficiency, worked in several english speaking environments.

IT

Excellent knowledge of Objective-C, Swift and iOS frameworks.
As an iOS developer I'm used to tools such as Carthage, CocoaPods, Fastlane and Git.

Knowledge of C, C++, Java, HTML/CSS and Android frameworks.

Basic knowledge of Pascal, Prolog, Scheme, PHP and SQL.

Able to use Photoshop, various media software and office suites.