Panagiotis Sartzetakis

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Summary:

Dynamic and passionate Senior iOS Engineer with extensive experience in developing high-quality iOS applications. My expertise lies in Swift, SwiftUI, and Objective-C, complemented by a strong foundation in various other programming languages and frameworks such as Ruby on Rails and TypeScript. With a keen interest in continuous learning and open-source contributions, I thrive on exploring new technologies to keep my skills sharp. My goal is to collaborate with a driven team to create impactful, user-centric products..

Objective:

To join a team that is enthusiastic about innovation and collaboration, working together to deliver products that significantly enhance users' everyday experiences.

Key Skills:

- Programming Languages: Strong knowledge of Swift, SwiftUI, Objective-C (including iOS SDK), Java (including Android SDK). Some experience with HTML, CSS, JavaScript, TypeScript, Ruby, Ruby on Rails, MySQL, GraphQL, React, and PostgreSQL.
- Reactive Programming: Proficient in reactive programming techniques.
- Continuous Integration/Delivery: Experience with TravisCI, Jenkins, Xcode Server, Fastlane, Bitrise, GitHub Actions.
- Version Control: Proficient in GIT.
- Testing: Skilled in Unit Testing, Test Driven Development (TDD).
- Package Management: Experience with CocoaPods, Carthage, Swift Package Manager (SPM).
- Third-Party Libraries: Extensive use of third-party libraries.
- Architecture: Strong understanding of software architecture principles.
- Analytical Skills: Strong analytical and problem-solving abilities.
- User Experience (UX): Focused on crafting seamless user experiences.

Personal Skills:

- Active Listener: Confident and outgoing with excellent interpersonal skills.
- Team Player: Enjoy collaborating with colleagues to tackle day-to-day challenges together.
- Attention to Detail: Work closely with the UI/UX team to craft a seamless user experience.
- Adaptable: Easily transition between different projects and catch up quickly.
- Lifelong Learner: Passionate about learning new things, improving skills, and sharing knowledge and experience with colleagues.

Work Experience

Senior iOS Engineer – Calm (Contract)   June 2023 – Sep 2023
Senior iOS Engineer for an AI-driven gaming prototype built using SwiftUI, Firebase, and OpenAI. This project focused on creating AI mindful characters, allowing users to unlock mindful mini-games built with SpriteKit and earn rewards through an engaging storyline.

Senior iOS Engineer – SohoHouse (Contract)   Nov 2020 – Now
During my time at SohoHouse, I have been contributeing significantly to various iOS products and the internal integration/delivery pipeline. My responsibilities include developing custom GitHub Actions using TypeScript and automating the PR review process. I integrated Danger with custom Ruby scripts to ensure adherence to code patterns and used Fastlane along with additional Ruby scripts to set up the development environment and create template Swift files for new features. I also integrated our internal tools with Bitrise/XCode Cloud to enhance our integration and delivery processes.

Projects:

1. SH.APP

- Worked as part of the platform team on the current hospitality app on the [App Store](#).
- Incrementally refactored the app to use MVVM-C Architecture with Apple's Combine Framework and Structured Concurrency.
- Migrated major parts of the app from UIKit to SwiftUI.
- Split the codebase into different modules for reusability and white-label readiness.

2. SH.APP (AppClip) - Not yet released

- Leveraged modular architecture to create an AppClip experience for faster guest check-ins.
- Produced a binary of less than 3MB, allowing for scalability with additional AppClip experiences while reusing the shared codebase across different products.

3. Coachella POS - Distributed Internally through Apple's MDM

- Developed a robust iPad app in 2 weeks to enable staff to accept card payments using Stripe Terminals during SohoHouse's event at Coachella.
- Supported guest check-ins and pass recovery for those who had forgotten them.

Senior iOS Engineer – BUMP (Contract)　　　　　　　　**Nov 2019 – Oct 2020**
Worked on an e-commerce application that was available on the App Store. My role involved migrating the existing codebase from Objective-C to Swift, using GraphQL (Apollo) for data handling and Parse. We implemented the MVVM-C architecture pattern, heavily relying on RxSwift. The app was modularized into different components, which helped maintain a reusable and scalable product.

Senior iOS Engineer – Novoda (Contract)　　　　　　　　**Sep 2019 – Nov 2019**
Worked as part of a team distributed across various European countries on a project for a telecommunications company. Our primary task was migrating the architecture from MVC to MVVM, partially using ReactiveSwift. Each team focused on different module features of the app, facilitating smooth and efficient collaboration between teams.

Lead iOS Engineer – The App Business (Contract)　　　　　　　　**Sep 2018 – Aug 2019**
Led the development of a greenfield banking application currently available on the [App Store](#). I shaped the app's architecture using the MVVM-C pattern and worked closely with the team to ensure a smooth user experience. By combining MVVM-C with modularization, we achieved a highly reusable, testable, scalable, and maintainable codebase.

Note:

My aim is to keep my CV no longer than 2 pages, you can see more of my previous projects on my [portfolio](#) or [Linkedin](#).

Education

University of Kent - Master of Science - First class honours　　　　　　**2013 - 2014**
Course: Mobile Application Design

TEI University of Crete – BSc – Upper second class　　　　　　**2005 - 2010**
Course: Applied Information and Technology