ANDREAS REUTER
FREELANCE IOS DEVELOPER

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My LinkedIn

EXPERIENCE

iOS and JavaScript Developer | Freelancing and Contract

Juni 2013 to present
Freelancing and Contract

Software Architect and Team Leader

January 2017 to August 2018
Publicis Pixelpark

"SiemensWelt" - The employee newspaper. Technical advice for project staff at Siemens. Employee and team leadership of the development team at Publicis Bulgaria. Design and implementation of software architectures. Coordination with project management and partners.

Component and Integration Test Engineer

January 2009 to May 2013
Hewlett-Packard GmbH

Testing of components and integrations of the PhotoCenter platform and printer systems. Documentation and classification of the issues found. Participation in the Agile Scrum Team as Scrum Master. Development of automatic test cases to accelerate test runs.

EDUCATION

Certified Product Design Course | 2022 to 2023

Dribbble
UX interviews, criticise designs, drawing wireframes and user flows, design user interfaces

Certified UI Design Course (Figma) | 2022

Dribbble
I learned to design user interfaces with Figma

Software Developer | 2005 to 2008

Anduras AG
Dual education, Linux, Python, C, JavaScript, Bash
Computer networks, Firewalls, Embedded Systems

Community Service | 2004

Malteserstift St. Nikola Passau

EXPERTISE

Swift	Design Patterns
SwiftUI, UIKit	UI/UX Design (Figma)
XCTest	GitHub and GitLab
iOS and macOS	CircleCI, Docker and
Google Cloud	GitHub Actions
Google Firebase	Agile Scrum
GraphQL and REST	NodeJS and Jest

LANGUAGES

German (native language)

English (fluent)

ULTRAVIOLET - CREATOR PLATFORM

Period of time

February 2023 to October 2023

Client

Ultraviolet is a social media solutions company from the US. I am developing the React Native app together with the team of developers and the product team. Ultraviolet delivers space for creators (influencers) to purchase exclusive content to their fans. It gives creators (influencers) various tools to present their exclusive content in a modern fashion.

Assignment

In an agile friendly environment I develop a React Native based iOS app uses Stream Chat, AWS cloud native stack and WebRTC.

Technologies

React Native
Swift / iOS (Xcode)
JavaScript / TypeScript
Tailwind CSS
WebRTC
Figma UI / UX Design
AWS cloud native stack

NO DANCE MONKEY - CHATTY KIDS AI VOICE LEARNING

Period of time

January to August 2023

Client

NO DANCE MONKEY is a children book and digital arts studio from Estonia. I founded this company in 2021 in order to design beautiful and educational children books, games and more.

Assignment

This time I develop an AI voice learning iOS app to help children learn their native language more easily and, if they wish, to learn foreign languages as well. Again I contribute to the UI/UX design we make in Figma. And I organise the UX reviews together with children - that's the fun part.

Technologies

CloudKit	*PlayHT - AI Voice Over*
CoreData	*Figma UI / UX Design*
Swift / iOS (Xcode)	*CircleCI*
SwiftUI	*Google Cloud*
Game Center	

WEBSTEP - AI WOVEN MATERIALS ANALYZER

Period of time
May 2022 to October 2023

Client
Webstep is a technology and consulting company in Sweden. I work together with them for an assignment of an automotive company from US. I am developing the iOS app together with machine learning specialists and closely with the automotive customer.

Assignment
In an agile friendly environment I develop a machine learning based iOS app uses OpenCV (Computer Vision). This will be used to identify the warp direction of woven materials to improve the manifacturing and quality processes.

Technologies
CoreData
Swift / iOS (Xcode)
Objective-C
SwiftUI
AVKit
Figma UI / UX Design
Azure Cloud Storage

ENTY - FINANCING AND ACCOUNTING FROM ANYWHERE

Period of time
February 2022 to present

Client
Enty is a technology and accounting company in Estonia. I am working for them on the development of their iOS app, which allows users, usually company owners, to do their accounting tasks on the go.

Assignment
In an agile environment, I am developing an iOS app that uses a GraphQL backend with sophisticated error handling. This will give its users new ways to do their accounting tasks and more from anywhere. The integrated Intercom chat allows users to chat with their account managers at any time. In addition, my responsibilities also include the app reviews.

Technologies
Swift / iOS (Xcode)   *Google Firebase (Authentication Services)*
SwiftUI   *Google Cloud Storage*
GraphQL
AppStore Reviews
Figma (accessing the ready design system)

TRAFFECTIVE - COOKIE AND GOOGLE ADS KIT

Period of time

July to October 2022

Client

Traffective is an online advertisement and consulting company in Germany. I work for them on the development of their cookie and advertisement libraries. This ensures compliance with the regulations and optimises the revenue of advertising for publishers.

Assignment

Both libraries are available as Cocoa Pod and Swift Package and at the same time are published as open source on GitHub. Furthermore, I support their clients in integrating the libraries into their iOS apps.

Technologies

Swift / iOS (Xcode)
SwiftUI
WebKit
Cocoa Pod / Swift Package
Prebid Advertisement Library
Google Advertisement Libraries

WEBSTEP - AI BUCKLE REPAIR

Period of time

July 2021 to October 2023

Client

Webstep is a technology and consulting company in Sweden. I work together with them for an assignment of an automotive company from US. I am developing the iOS app together with machine learning specialists and closely with the automotive customer.

Assignment

In an agile friendly environment I develop a machine learning based iOS app uses Google's TensorFlow. This will be used to determine the repair of buckles, latches and seat belts and improve the repair process at car dealerships.

Technologies

CoreData
Swift / iOS (Xcode)
SwiftUI
AVKit
CoreML and TensorFlow
Figma UI / UX Design
Cloud Functions

FFW GERMANY

Period of time

August 2022 to end of December 2022

Client

FFW Germany creates and scales digital experiences. I develop with UIKit to build new features in various apps such as TUI MeinSchiff and BUDNI. TUI offers boat trips to their customers and BUDNI is a famous drugstore in Germany.

Assignment

In a team I develop the new features with Swift and UIKit. In addition I am responsible for the communication with product owners and AppStore Review Team. I shared my UIKit skills with other developers on my team and helped them to grow their skills.

Technologies

Swift / iOS (Xcode)
UIKit
Figma UI / UX Design
AppStore Reviews

NO DANCE MONKEY - CHILDREN COLORING BOOK

Period of time

October 2021 to June 2022

Client

NO DANCE MONKEY is a children book and digital arts studio from Estonia. I founded this company in 2021 in order to design beautiful and educational children books, games and more.

Assignment

This time I develop a coloring book iOS app according to a printed book "Friends On The Road", we recently published. Again I contribute to the UI/UX design we make in Figma. And I organise the UX reviews together with children - that's the fun part.

Technologies

CloudKit
CoreData
Swift / iOS (Xcode)
SwiftUI
PencilKit
Figma UI / UX Design
CircleCI

INCOGNITOPAYKIT

Period of time
End of December 2020 to March 2021

Client
Incognito develops the blockchain to trade with Privacy (PRV) coins, second largest staking network. Because privacy becomes more important I decided to start to design and develop a payment iOS Kit together with a team.

Assignment
In a team I develop the open sourced iOS Kit in Swift. In addition I am responsible for the communication with the Incognito and Signal messaging community. I optimized the build process of the Signal messaging app before I integrated the IncognitoPayKit.

Technologies
Swift / iOS (Xcode)
UIKit
Figma UI / UX Design
NodeJS
Cloud Functions
Google Firebase
Blockchain / RPC API

AQROSS

Period of time
Mid of 2018 to end of 2019

Client
Aqross is an own initiative development. Simply use "Copy & Paste" on your computer or the "Share Sheet" on mobile devices to synchronize any pictures, links, videos and texts between your devices.

Assignment
Our goal is to implement a cross-platform capable solution. The apps integrate seamlessly into macOS, iOS, Windows and Android. The data is synchronized with end-to-end encryption between the devices.

Technologies
CloudKit
CoreData
Swift / iOS (Xcode)
UIKit (Interface Builder)
Storyboard