

MICHAL RENTKA

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[LinkedIn](#) · [Portfolio](#)

Results-oriented iOS developer with 8 years of experience. I make it my goal to create iOS applications with the user in mind, creating applications with a useable and intuitive user experience. I also understand the importance of creating highly readable and easily maintainable source code. I am constantly striving to learn new technologies and look to ways to better myself in this rapidly changing industry.

EXPERIENCE

2019 – PRESENT

LEAD IOS DEVELOPER, CORPORATION FOR DIGITAL SCHOLARSHIP

Sole developer of open-source iOS application **Zotero** for iPhones and iPads. Worked with remote team for gathering the requirements for the application. Collaborated with designer to create approved graphics. Planned, implemented and tested core functionality. Provided direct support to users on local forums.

2015 – 2020

LEAD IOS DEVELOPER, OPOINT / M-BRAIN

Lead the iOS development of **M360** and **M-Brain** applications. Participated in regular meetings with product managers and other developers. Designed applications, codebase, dependencies, and build pipeline to support multiple developers. Developed customer facing features in an agile environment. Worked on short term prototypes for potential new functionality. Managed the release process to the iOS App Store.

2015 – 2019

IOS DEVELOPER, SMSGRUPP

Developer of the **Supertext** messaging application. Responsible for development and maintenance. Performed complete application redesign within the first 6 months. Participated in an entire application rewrite, moving 90% of the project's code from Objective-C to Swift.

2013 – 2015

IOS DEVELOPER, ENGAGE3

Involved in all stages of iOS development from architecture to coding to final testing. Responsible for definition, design, development and successful completion of major new features in products.

EDUCATION

2012 - 2014

MASTER'S DEGREE,

MASARYK UNIVERSITY BRNO

Degree in computer graphics and image processing.

2009 - 2012

BACHELOR'S DEGREE,

MASARYK UNIVERSITY BRNO

Degree in computer graphics.

SKILLS

- Swift
- Objective-C
- UI & UX design
- Testing
- Deployment
- CI
- GIT
- Javascript
- Java
- Python