
MICHAL RENTKA

Prague, Czech Republic • +420 720 378 717 • michalrentka@gmail.com

[in linkedin.com/in/michalrentka](https://www.linkedin.com/in/michalrentka) michalrentka.com/



iOS Developer

Summary

I started developing software when I was 14-years old. Starting with web development in PHP, then playing with Pascal, Visual Basic, later Java, C#, Haskell, Objective-C and Swift. At the University I got the the engineering best practices knowledge and I always use them at work. I also have good eye for UI and UX.

Improving every little detail is a part of success.

I have 6+ years of experience as an iOS developer. I love working and I'm always happy to build the product in a fast and reliable way.

Work History

Dec 2016 - Present	iOS Developer <i>Self-employed</i> Working for multiple clients, such as: SMSgrupp, hundred spires, M-Brain.
July 2014 - Dec 2016	iOS Developer <i>hundred spires, s.r.o.</i> Designing, developing, testing and distributing multiple iOS applications. Working for multiple clients, such as: Engage3, Opoint, SMSgrupp. I have worked on apps in retail, banking, business intelligence and messaging.
Jan 2011 - July 2014	iOS Developer <i>Student/Freelancer</i> Developing iOS applications for iPhones and iPads for multiple clients and some on my own in my free time.

Education

2012 - 2014	Master's degree <i>Masaryk University Brno</i> Degree in computer graphics and image processing.
2009 - 2012	Bachelor's degree <i>Masaryk University Brno</i> Degree in computer graphics.

Skills

iOS - Swift

Interested in Swift since its release.

iOS - Objective-C

Started developing in Objective-C when I joined the iOS platform, continue working with it until now.

UI & UX design

Experience with designing UI and UX for mobile applications.

Photoshop / Sketch

Experience with design software. I'm able to create or edit designs and export all assets on my own.

Software architecture

Designing systems and apps from high level structures to individual modules and classes. Experience with MVC, MVVM and Redux.

App testing

Experience with user testing using multiple services (Testflight, Fabric), automated and unit testing (Quick, Calabash, KIF, Xcode unit and UI tests).

Software deployment and Automation

Deployed multiple applications to the App store. Experience with automation with Fastlane, Jenkins and Travis CI.

GIT

Using GIT in multiple projects

HTML + CSS

I have been interested in web development before I started working on mobile applications. I have built multiple websites and I am capable of fully creating a html+css template.

Javascript

Experience in pure javascript as well as with AngularJS framework and Node.js platform.

PHP

Created multiple backend solutions and APIs for web and mobile services. Experiences with Symfony, Slim and Codeigniter frameworks.

SQL

Experience in designing and managing an SQL database. I have worked with MySQL and PostgreSQL databases.

Projects

Supertext

iOS Developer · SMSgrupp · [Project Link](#)

November 2015 - Present

Free group chat that works over the Internet and SMS.

Intertwine

iOS Developer · Gu Jian · [Project Link](#)

April 2016 - July 2017

Proday

iOS Developer · Sarah Kunst · [Project Link](#)

September 2015 - August 2016

Personal fitness app.

Opoint

iOS Developer · Opoint AS · [Project Link](#)

July 2015 - Present

Opoint portal for mobile.

BLKR

iOS Developer · hundred spires, s.r.o. · [Project Link](#)

July 2015 - July 2016

Ad blocker for iOS 9.

Foodoo - Shopping list

iOS Developer · hundred spires, s.r.o. · [Project Link](#)

January 2015 - July 2015

TODO list for your food grocery shopping, simple gesture based shopping list with recommended products in your area optimised by other shoppers.

The Flip - 2D puzzle game

Product Manager, iOS Developer, UI/UX Designer · [Project Link](#)

October 2014 - November 2014

A 2D iOS puzzle game developed in free time.