PETER MOLNAR
iOS Developer, IT Engineer

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TOP RESULTS AND ACHIEVEMENTS

+ I successfully discovered and fixed major bugs, gained more than 4 Million Euro plus income to the company.

+ Helped the Hungarian Authorities to prove the plagiarism in two game engine source code in C++ in a 10 Million HUF crime case.

EMPLOYMENT

2020- Financestack, Malta **Senior iOS Developer**
Proposed and documented the new iOS App architecture. Leading the development and delivery of the digital banking and wallet app.

2018 - 2020 Vodafone, Malta **Digital Technical Architect**
Planned, designed and led the technical implementation of the new iOS and Android App. Provided leadership for the mobile team I recruited. Built the iOS CI/CD pipeline. Consumed and designed REST APIs.

2017- OpenClassRooms.com, Remote **iOS Mentor**
Conducted 300+ mentoring sessions with aspiring iOS developer candidates.

2015- Freelancer, Malta **iOS Developer**
Developed apps and utilities for Apple iPhone and iPad, mostly as a member of a remote team.

2014-2018 RCI Life Ltd, Malta **Software Developer/Analyst**
Designed and implemented a custom Unit-testing framework to support the early regression detection. Gave technical leadership the development and testing team.

2012-2014 RTFX Ltd, Malta **IT/Web Administrator**
Developed the company deployment system based on web technologies.

2008-2013 Freelancer, Hungary **Web Developer**
With a manufacturing support software I developed, the company could optimise and estimate more precisely the current production outcome.

REFERENCES

https://petermolnar.dev - My iOS development related blog
https://petermolnar.com - My professional site and blog

VOLUNTEERING

2021 WWDC Community Week - iOS Mentor

EDUCATION

2006 Information Technology Engineer - College Degree (BS), Dennis Gabor College, Hungary
2010 Microsoft Certified System Administrator - MCP
2010 iPhone Developer Course - Objective-C
2013 ITIL Foundation Certification
2017 ISTQB® Certified Tester Foundation Level

HIGHLIGHTS

+ Experienced in development, implementation, deployment and documentation of new systems and procedures.

+ Passionate about Apple software platform and development.

+ 20+ years experience in software development, debugging, testing and problem solving.

+ Passionate about learning new technologies.

PERSONAL SKILLS

Communication	●●●●●●
Requirement Analysis	●●●●●○
Development	●●●●●○
Leadership	●●●●●○
Troubleshooting	●●●●●○

LANGUAGES

Hungarian	●●●●●●
English	●●●●●○

TECHNOLOGY SKILLS

Swift	●●●●●○
SQL	●●●●●○
git	●●●●○○
Objective-C	●●●○○○
RxSwift	●●○○○○
Cocapods	●●●●●○
Swift Package Manager	●●●○○○

PERSONAL

Hungarian

Currently living in Malta

PORTFOLIO

2021   moneybase
App Store: TBA
The same Maltese Fintech company started to build their digital wallet and banking app, similar to Revolut. As part of the iOS team I was working on the refactoring, and the finishing of the app. The main tasks were modularize the app, and turn the code base into a more maintainable one, while redefining the app architecture and implementing the iOS specific version of Clean Architecture. I was also managed to consolidate the Azure DevOps based CI/CD pipelines to reach the 1 click deployment to TestFlight. The app is built on Swift and RxSwift, using Swinject for DI framework, and Couchbase Lite for distributed NoSQL data store.

2021   CCTrader
App Store: https://apple.co/3oJ7ASK
The app is the mobile trading platform for a Maltese Fintech company. As part of the iOS team, I was in charge in the app maintenance. Added the push notification, and Universal Links to navigate the app. Swift and the WKWebView was used for this app.

2020   epic Malta
App Store: https://apple.co/2YCqSuM
After the change of the owner of Vodafone Malta, the existing customer app was rebranded. Thanks to the good architecture and technical design, only the App Branding module needed to be updated.

2020   My Vodafone App Malta
App Store: https://apple.co/3jWT6cL
The Business transition plan at Vodafone Malta consisted the change of the current Apache Cordova based app. As a result both the main app and the connecting REST based back end services were re-architected, and built from scratch. The new app is giving the customers to follow up their mobile plans, pay bills and top-up their account, and also to subscribe to different packages. I built the GitLab CI/CD pipeline and the runner was deployed on an on-premise Mac machine. The app is using Swift and private Cocoapods libraries to organize the app into separate modules.

2020   COVID tracking app POC
App Store: Not released
During the COVID-19 pandemic the authorities of Malta were searching for feasible digital solutions to track the spread of the virus, and keep the quarantine rules. I was part of 2 person iOS team, and we were using SwiftUI. Due to change in the strategy the app was never released.

2018   TastePlease - Social dining app
App Store: Not available anymore (video about the app is available at https://youtu.be/wdKLPKmmmN8)
The app was built for a start-up which was based in Copenhagen but working with colleagues all over the world. The main tasks was to migrate from Swift 2.0 codebase to Swift 4, and the continuous application support and bug fixing of the app.

2017   Gather - Pick your style
App Store: http://apple.co/2vMNurn (video about the app is available at https://youtu.be/p3GZqD1Wuv4)
The app was built for a Hungarian start-up. Based on the user Tinder-like card selection from pictures of different interiors and home designs, the system calculated the user style preferences. The system also posted some recommendations with web store links to the user. The app is using Objective-C and REST APIs.

2016   What Should I Cook?
App Store: http://apple.co/2fjE0lF
The first app I released based on a private problem solution. Since the family menu for the coming day(s) is always a question, I built an app, which can hold the meals, and randomize a menu by one click. The app is using Objective-C and Core Data.