

Alexandros Stergiou

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Mobile Applications Developer with excellent Object – Oriented Programming and very strong architecture and design skills, easily adaptable to the latest technologies and practices of Mobile Application Development. My main focus is to deliver products that not only match the requirements of the customer but also give a great user experience by using advanced animation and view transition techniques which guarantee a perfect result.

LinkedIn Profile: <https://www.linkedin.com/in/alex-stergiou/>

Key Skills

Mobile Application Development

Swift
Objective-C
iOS Development, Backend Development
MVC, MVVM, Viper
Object Oriented Programming
Vapor / Fluent
RxSwift
TDD
Pair programming
Android (Java / Kotlin - Basic knowledge)
C++

Web development

Javascript, HTML / HTML5, CSS, XML, Ajax

Languages: Greek: Mother Tongue English: Proficient Spanish: Beginner

Github: <https://github.com/alexstergiou>

Education

Athens University of Economics and Business, Informatics Department

2003 - 2008 Computer Science / 6.0

Experience

April 2025– Present: CTO at Tapp: *Swift, SwiftUI, Objective-C, Server Driven UI, Protocol Oriented Design*

Client: <https://www.tapp.so>

CTO and engineer at Tapp. I oversee the architecture of the platform and I plan for features, security, UX and client communications.

January 2024– February 2026: Senior iOS Developer at Trainline (Contract)

Tech: *Swift, SwiftUI, Objective-C, Server Driven UI, Protocol Oriented Design*

Client: <https://www.trainline.com>

Senior iOS developer at Trainline I worked on all the aspects of the iOS application (user interface, networking, data, architecture).

March 2023 – January 2024: Lead iOS Developer at BP (Contract)

Tech: *Swift, Combine, GRPC, Server Driven UI, Protocol Oriented Design, UIKit, Web Services*

Client: <https://www.bp.com/>

Lead iOS developer at BP. I worked on all the aspects of the iOS application (user interface, networking, data, architecture). I was part of the original team that implemented the architecture of BP's global iOS app framework which uses server driven user interfaces. I worked closely with business and backend teams to identify the optimal solutions and implementation for the various flavours of BP's mobile apps around the world.

January 2022 – November 2022: Senior iOS Developer at Global Radio (Contract)

Tech: *Swift, RxSwift, Viper, SwiftUI, Protocol Oriented Design, UIKit, Web Services, Pair programming*

Client: <https://global.com>

Senior iOS developer at Global Radio. I worked on all the aspects of the iOS application (user interface, networking, data, architecture).

August 2021 – October 2021: Senior iOS Developer at Zenly (Contract)

Tech: *Swift, RxSwift, MVVM, Protocol Oriented Design, UIKit, Web Services*

Client: <https://zen.ly>

Senior iOS developer at Zenly. I worked on the user interface of the iOS application on most of its features.

Jan 2021 – April 2021: Senior iOS Developer at Claro (Contract)

Tech: *Swift, Viper, Protocol Oriented Design, TDD, UIKit, SnapKit, Web Services*

Client: <https://claromoney.co.uk>

Senior iOS developer at Claro. My tasks involved theme updates on the iOS application after the company's rebranding changes

March 2017 – Dec 2020: Lead iOS Developer at Ford Motor Company (Contract)

Tech: *Swift, Objective -C, MVVM, Protocol Oriented Design, Dependency Injection, RxSwift, TDD, Pair Programming, UIKit, AVFoundation, HereMaps, AutoNavi, CoreData, Masonry/SnapKit, Web – Services, JSON, Fastlane, Kotlin*

Client: <https://www.ford.co.uk/>

App store URL: <https://apps.apple.com/gb/app/fordpass-pro/id1471369674>

App store URL: <https://apps.apple.com/gb/app/fordpass-journeys-made-easier/id1141464928>

Lead iOS developer for a native iOS application for Ford that allows the user to view and examine the status of their vehicles and get updates for upcoming services / events. It also allows the user to find dealers, fuel stations and parking spots and interact with the car's onboard computer. I was involved on all the aspects of the application from architecture design to implementation. Also I collaborated (pair programming) with my Android colleagues, in order to align on the behavior of the application and its consistency between operating systems.

July 2016 – Present: CEO / CTO at Wanilla

Tech: *Objective -C, Swift, UIKit, CoreData, Masonry, Core Animation, Auto-layout, Web – Services, JSON*

App store URL: <https://apps.apple.com/us/app/wanilla/id1483784031>

With Wanilla you can build a native app in seconds using existing design files or from scratch. In a few clicks, you can connect to any backend service you have access to and distribute your app to unlimited users, instantly.

September 2015 – July 2016: Tribal Worldwide (Contract)

Tech: *Objective -C, UIKit, CoreData, AFNetworking, Masonry, Magical record, Auto-layout, Web – Services, JSON*

Client: <http://tribalworldwide.com/>

Native iOS application for a major car manufacturer, that allows the user to view and examine the status of their purchased or ordered cars and get updates for upcoming services / events. My responsibilities were to implement various views - transitions and functionality within the app.

July 2015: Tunepics (Contract)

Tech: *Objective-C, AVFoundation, CoreAnimation, CoreMedia, CoreGraphics, Pair programming*

Client: <http://www.tunepics.com/>

App Store URL: <https://itunes.apple.com/gb/app/tunepics/id796420945?mt=8>

Native iOS social media application that allows the user to share pictures with music with their followers. My responsibilities were to create an Objective-C framework that generates a video output from images, GIF or video content and mix it with audio tracks.

March 2015 – June 2015: Tictrac (Contract)

Tech: *Objective -C, UIKit, CoreData, MapKit, CoreLocation, Pair programming, RestKit, HealthKit, Auto-layout, Web – Services, JSON and XML parsing*

Client: <http://www.tictrac.com>

Native iOS application that displays the aggregated health content of the Tictrac platform. The app enables the users to view their daily activities and behaviors by using the iPhone's health tracking capabilities or external health trackers with public API's. The information is displayed in various formats providing an excellent user experience. My responsibilities were to enhance the existing application and add new features and capabilities.

September 2014 – February 2015: Rethought Solutions (Contract)

Tech: Objective -C, UIKit, CoreData, MapKit, CoreLocation, Stripe, Auto-layout, Web – Services, JSON and XML parsing

Client: <http://www.rethought-solutions.com/>

Native iOS application for a major retailer in the UK, that enables the user to shop in store, scan items with barcodes, add them to a basket and pay using credit card all from the mobile device. My responsibilities were to create the in-store navigation in a custom map, using geoJSON and CALayers and provide an excellent user experience when navigating through the store.

June 2014 – Attended WWDC 2014 in San Francisco, CA

January 2014 – August 2014: Glance iOS Application

Tech: Objective -C, UIKit, CoreData, MapKit, MediaPlayer, CoreLocation, CoreText, CoreTelephony, Auto-layout, UIAutomation, Push notifications, Facebook SDK, Twitter SDK, Instagram SDK, Youtube SDK, Web – Services, JSON and XML parsing

Client: www.glance.cc

App Store URL: <https://itunes.apple.com/us/app/glance/id821674085?ls=1&mt=8>

Native iOS Social Media application that integrates Glance's own Social Media services along with all the major social media (Facebook, Twitter, Instagram). I was the sole developer for this project, which uses a variety of Objective-C frameworks (mentioned above) to achieve the desired result. The application tracks the user's mobile device using GPS, displays the calculated results from the backend, which include a variety of event types (travel, move, sleep, status updates, posts from other social media, etc).

September 2013 – October 2013: JKO Mobile Learning iOS Mobile Application

Tech: Objective -C, UIKit, CoreData, Auto-layout, UIAutomation, Web – Services, JSON and XML parsing

Client: Tribal Group

Native iOS application that provides mobile learning resources to users by integrating the Joint Knowledge Online (JKO) Mobile Program. The application enables just-in-time training and enhances individual training readiness. I worked in the integration of the

existing platform to a new User Interface design, which adopts the latest iOS trends and techniques, for better user experience and usability.

March 2013 – August 2013: iOS Mobile Documents Application

Tech: Objective -C, UIKit, CoreData, Auto-layout, UIAutomation, Web – Services, JSON and XML parsing, SAP Afaria, Content Management Interoperability Services (CMIS)

Client: SAP

App Store URL: <https://itunes.apple.com/gr/app/sap-mobile-documents/id620328464?mt=8>

Native iOS application that allows the user to browse , open , email , publish and edit personal or corporate documents that are stored on either the premise backend environment or in the cloud. The user can use a series of applications (desktop – web – iOS - Android) to alter the content (add – edit files) which are then instantly synced with the iOS application and be ready for use. I created the iPhone version of the application while collaborating with the iOS development team to produce a consistent universal application for both iPad and iPhone.

November 2012 – January 2013 : iOS Customer Monitor Application

Tech: Objective – C, UIKit framework, CoreData framework, SAP Sybase Unwired Platform, Web-services, JSON and XML parsing, UIAutomation

Client: SAP

Native iOS application that enables the user to monitor the customer relationships with it's associated projects and tasks using the existing SAP Customer Adoption Monitor web application. The application enables the user to search for specific customers or projects, filter them and get detailed information about each one or overall. There is also the option to modify or add the information displayed and update the backend environment with the new changes. Additionally there is the option to display the information retrieved from the backend in graphical interfaces.

October 2012 – April 2013 : iOS Financing Payment Simulator

Tech: Objective – C, UIKit framework, UIAutomation, Web – Services , Content Management Interoperability Services (CMIS), MediaPlayer Framework

Client: SAP

Native iOS application that is used by SAP Financing experts to quickly make assessments about the impact of offering customers the option of payment over time for future SAP sales. The application can calculate estimated periodic payments and evaluate payment / discount scenarios, have access to quick assistance from other Financing experts and also have access to documents that will enable the user to estimate better and faster the available options, using the Alfresco environment. Additionally implemented encryption functionality to whatever user data is stored on the device for security reasons.

March 2012 – October 2012 : iOS Mobile CRM Application

Tech: Objective – C, UIKit framework, CoreData framework, ABAddressBook framework, Map Kit framework, UIAutomation, Web-services , XML and JSON parsing, SAP Sybase Unwired Platform

Client: SAP

Native iOS application that enables field executives and sales representatives to have immediate access to the corporate product catalogs, calculate and make offers to customers and update the corporate database systems with new orders instantaneously. The application is designed for the field executive, giving the opportunity to monitor the next scheduled meeting points and times and have instant access to all the customer contact information.