

Pierre Gabory (He/Him)

iOS Software Engineer

Apple platforms native application developer
Augmented Reality, real-time 3D rendering, image processing.

Versatile, autonomous, ambitious

EXPERIENCES

★ iOS Developer - Dental Monitoring

Permanent - Paris - January 2021 • Present

Worked on 2 major updates to the DentalMonitoring App, helping patients and doctor keep track of their orthodontic treatments across the world.

- Rewrote the majority of custom UI elements to match the new company identity
- Implemented complex views aimed at dental care professionals.
- Cleaned the codebase with Swiftlint
- Updated the app to support iOS 15 features.
- Maintained the app, troubleshoot crashes, with close cooperation with the QA team.

Mixed iOS/Android team of 7 people

Swift, Obj-C, Core Data, Moya, CocoaPods, Fastlane, Firebase, AVFoundation, Xcode

iOS Developer - Fabernovel

Internship - Paris - April 2020 • September 2020

Worked on an internal app for company life:

- Added a calendar with Google's API and a contact tracing form, part of Fabernovel's COVID strategy.
- Restricted specific features with geofencing
- Laid the ground work for a watchOS daughter app.

Research, development and experimentations with ARKit:

Followed the 2020 WWDC and explored SwiftUI.

iOS teams of 1 to 4 people.

CleanCode, MVVM, Agile/SCRUM, Jenkins, Gerrit, ARKit, CoreLocation, CoreMotion, Vision, Multipeer Connectivity

iOS Developer - Appartoo

Internship - Paris - June 2019 • July 2019

Developed a prototype for the client app of appartoo.com, a local flat sharing social network for students.

Agile, free, experimental, incubator company environment.

Team of 4 to 5 people.

Xcode, Carthage, Postman, SwiftUI, Alamofire

Web Developer - Solocal Group

Contract - Paris - July 2018 • August 2018

Continued work made during the preceding internship.

Focused work on technical debt reduction.

Optimised the front-end performance of internal tools.

Front-End Team of 4 people, Agile organisation

AngularJS / GoogleMaps / NPM / GitLab / Jira

Web Developer - Solocal UK

Internship - London - March 2017 • June 2017

Designed and integrated the user interface of an internal hyperlocal ad targeting tool.

HTML / CSS / AngularJS / Sketch / Gitlab / Jira

SKILLS

PROGRAMMING LANGUAGE:

Swift, C/C++, Python, Javascript, Java, C#, JSON, MySQL

FRAMEWORKS / LIBRARIES:

UIKit, SwiftUI, MapKit, ARKit, SceneKit, CoreData, OpenGL

TOOLS:

Xcode, Git, CocoaPods, Carthage, SPM, Unity, Blender

TARGET PLATFORMES:

iOS, iPadOS, MacOS

PRACTICES:

CleanCode, MVVM, MVC, Protocol oriented, Reactive, Multithreading, Agile, SCRUM

LANGUAGE:

Anglais Fluent, French Native

EDUCATION

CS193P Developing Apps for iOS 11

www.stanford.edu

Swift, UIKit, CoreData

★ International Exchange - USA

2019 • 2020 - Louisiana State University - Baton Rouge

Software Engineering, Operating Systems, Artificial Intelligence

IMAC Engineering

2017 • 2020 - Gustave Eiffel University - Paris

Equivalent to a Master of Science in Computer Science.

Software programming, 3D Rendering, Data Structures, Web development, Mathematics, Design

DUT MMI

2015 • 2017 - University of Limoges - Limoges

Roughly equivalent to an undergrad in digital media:

Programming, design, and communication for the web

PROJECTS

★ Yarn

A virtual Ariadne's thread. The app can import your Google Timeline location data files to visually trace back your path around the world over the years.

- Efficiently displaying expensive amounts of data on a mapKit view.
- SwiftUI and Concurrency

C Graphics

A 3D rendering engine using C and OpenGL.

This forces a different approach from the classic Object-Oriented architecture of game engines.

- Decoding of .obj mesh files
- Real-time rendering of the models
- Loading and compiling GLSL shaders
- Phong illumination model
- Environment maps based reflexions

QCA Simulator

Developed a 3D web editor for simulating basic quantum bit circuits. Demo: <https://www.piergabory.com/qca>.

HOBBIES

Restoring and collecting retro/vintage technology (Macintosh SE, IBM Thinkpad, PPC iBooks etc...)

Virtual/Augmented Reality