

Pierre Gabory He/Him

iOS Software Engineer



Experienced iOS developer with over 3 years in the field, I proactively adopt modern practices and technologies, I apply and advocate for code ease of maintenance and readability. I stand out with my eye for pixel-perfect design.

EXPERIENCES

★ Withings May 2022 - Today, Paris, Full time, ~20 Teammates

- Led development and implementation of major features for the 6.0 release, focusing on paid subscription content.
- Spearheaded Swift-UI adoption, including building the UI element library and addressing performance concerns.
- Managed installation flows for new hardware products Scanwatch 2 and Scanwatch Light under tight deadlines.
- Upgraded foundation libraries from Objective-C to Swift, thousands of changes through automated scripts.
- Maintained pixel-perfect UI alignment with design team specifications.

Dental Monitoring January 2021 - May 2022, Paris, Full time, ~4 Teammates

- Revamped UI components library to match new design language post-brand redesign.
- Implemented specialised views for professional review of patient dental health, including image comparison and annotation.
- Migrated multiple APIs from iOS 11 to iOS 15.
- Successfully enforced SwiftLint and strict code style practices for improved code quality.

Fabernovel April 2020 - September 2020, Paris, Internship

- Integrated employee calendars into internal app for efficient meeting management during lockdown.
- Implemented contact tracing forms as part of COVID protection strategy.
- Implemented geofencing to restrict access to internal app features.
- Conducted research and experiments with ARKit, addressing accelerometer tracking issues.

EDUCATION

CS193P Developing Apps for iOS11

www.stanford.edu

Classic iOS Software engineer course.

★ Exchange, Louisiana State University

Baton-Rouge, USA, 2019 - 2020

Computer Science, Operating Systems, Artificial Intelligence.

Ingénieur IMAC, Université Gustave Eiffel

Marne-la-Vallée, 2017 - 2020

Computer Science, 3D Graphics, Mathematics.

DUT MMI, IUT du Limousin

Limoges, 2015 - 2017

Web Development, Design, Marketing.

Baccalauréat S

Périgueux, 2015.

SKILLS

- Swift, Objective-C, Python, C, C++, JavaScript
- UIKit, SwiftUI, CoreData, OpenGL,
- SPM, Tuist, Cocoapods
- Xcode, Git, CoreDataLab, Unity, Sketch, Blender
- Fluent English, Native French

HOBBIES

Film photography, Vintage cameras
Vintage computers, Analogue electronics
Cycling