

TOMÁŠ ANDRLE

SKILLS

Swift SwiftUI UIKit Objective-C C++ JIRA GitLab CI/CD

PHONE

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WWW

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LOCATION

Czech republic · Eligible to work in the EU

OTHER INTERESTS

Game development Blender

I'm a software developer and I love making apps. I have deep experience with the entire app lifecycle. I'm detail oriented with emphasis on performance, simplicity and user friendliness. My current focus is **Swift** and **SwiftUI** on Apple platforms, with **C++** as a close second. I am comfortable with source control, issue tracking systems and code reviews.

Open to new opportunities. Availability: within 1 month of contract confirmation.

EXPERIENCE

SENIOR IOS DEVELOPER & CHAPTER LEAD BETSYS

- Complex multiplatform real-time sports betting app
- UI refresh, new features, codebase modernization
- Migration of Objective-C → Swift, UIKit → SwiftUI
- Integration of Kotlin Multiplatform shared library

2021 - Present

TYPESCRIPT AND C++ DEVELOPER AVOCODE

- High level TypeScript API for Figma-like WebAssembly C++ rendering engine
- C++ development and debugging tools using ImGui

2019 - 2020

SENIOR IOS DEVELOPER EYELEVEL

- iOS app development
- Content management, asset download, analytics and reporting system - Python, Django, MySQL
- Custom solutions for major brands: Dior, Calvin Klein, L'Oréal, Adidas
- Prototyping and demos for new clients

2015 - 2019

IOS DEVELOPER MINEUS

- iOS app development
- Reusable in-house E-Paper system
- Tagesspiegel, VDI, PC-Welt, Macwelt
- Kino.de, Gala, Stern

2012 - 2015

TOOL DEVELOPER

NOSTROMO

- C# desktop app development - WinForms
- Editing and deployment tools for mobile games

2008 - 2009

SELF-PUBLISHED WORK

TINY PLAYER FOR MAC

- Music player app
- Published independently
- Swift, AppKit
- Originally in Objective-C → 100% rewrite

2018 - 2025

TINY PLAYER - IOS APP

- Music player app
- “Put music on your iPhone without iTunes”
- Published on the App Store
- Swift, SwiftUI
- Originally in Objective-C → 100% rewrite

2016 - 2025

SUPERFORCE - MOBILE GAME

- Game engine, editing tools, gameplay code
- C++, OpenGL, Sokol
- Published on the App Store

2015

REPRO - IOS APP

- Take perfect before-and-after photos
- Objective-C, UIKit
- Published on the App Store

2012

TYPE RAIDERS - PC/MAC GAME

- Java, OpenGL
- Published commercially for Windows and Mac

2010

DEVASTRO - PC/MAC GAME

- Design & development
- Java, OpenGL
- Published commercially for Windows and Mac

2007