Martin Prot

Freelance iOS developer

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I have been creating iOS apps for 10 years, from their design to their release, both as part of a team and independently. I can develop RESTFull APIs on smaller projects, or take part in its creation on larger projects. During my spare time, I like creating Unity games.
Please ask me some references if needed.

SKILLS

Mobile development

iOS development — **Swift** & **Objective-C** - iPhone / iPad / tvOS

Game (2D/3D) development — **Unity, C#**

Backend development

PHP (slim3), Vapor, Node.js, MongoDB, MySQL, PostgreSQL, Java/Tomcat

API REST design, OAuth2 authentication

UX design

UX design, storyboarding, prototyping.

Unix

Unix server configuration (Nginx, Apache, Node.js, MySQL database, MongoDB, ...)

Others

Sketch, Adobe Photoshop

Languages

French: native. English: okay

MISSIONS

Please find below a non-exhaustive list of my most relevant missions. Some are one-shot, others are recurrent.

Chanel

iOS development of internal Chanel apps

Lead developer on several apps. Development, architecture, continuous integration, etc.

- From Sept 2019 to April 2020

- Tech environment : iOS (swift), TFS / Azure

Axelife

iOS prototype app that calculates biomarkers

I created an app that converts videos of the user's finger into a heart rate signal.

BLE Bracelet communication to acquire another pulsative signal.

PHP (Slim3) and Java (Tomcat) backend to receive app signals and compute it with an in-house java engine.

- From : end of 2018, updates in 2019 / 2020

- Tech environment : iOS (swift), PHP (slim 3), Oauth2, Java / Tomcat, Ngnix

CEA - Exoplanets, JWST, Génie Atomique

iOS / Android augmented reality app on Unity

I developed an app that displays on-screen 3D models over printed markers. The user can move and explore models, select points of interest and read some media (text, image, video).

A quiz challenges the user on what he has just learnt.

- From 2018, updates in 2019

- Tech environment : Unity, C#

Artekino

iOS Streaming video app for Arte

I created the Artekino app, which shows every month a new movie from the selection of the Artekino festival. The user can watch the movie and vote when finished. Video content is protected with Fairplay DRM.

- From : end of 2017, updates in 2018, 2019, 2020

- Tech environment : Swift, DRM Fairplay

Juzzy

iOS Sailing app

Juzzy gathers information about tides and currents, and presents it in a geolocated way to the sailor. With a subscription In-App Purchase, the user can show that information in the future or in the past.

- From end of 2017, updates in 2018, 2019

- Tech environment : Swift

Festival Scope

iOS streaming video player for cinema professionals

Festival Scope Pro is an iOS app for cinema professionals, allowing programs of selected festivals around the world to be viewed on demand.

Movies are DRM-protected and can be downloaded to be watched later. The app allows the users to watch content on a real TV via AppleTV and Chromecast ,

- from 2016 to 2020, lots of updates

- Tech environment : Objective-C, Swift, AppleTV, Chromecast, DRM Fairplay

Scaph

iOS quiz game that challenges the user on hundreds of questions.

The goal of this game is to answer 100 questions of increasing difficulty without any mistake. I developed the whole iOS app, a Node.js backend and an Angular frontend, to manage the questions base.

- From 2015 October to 2015 December. Lots of update 2016 et 2017.

- Tech environment : Objective-C, Node.js, MongoDB, Angular, websockets

Pages Jaunes

iOS yellow pages app

Developer within the iOS app team. I helped developing new features, like offline access to app data saved in a Coredata stack.

- From : February to September 2014

- Tech environment : Objective-C, CI, unit tests

Microsoft

Xbox Music iOS app, today abandoned

Developer within the iOS team of the Xbox music app. I helped developing the 2.0 version of the app, which allowed users to stream music and download it on their device.
I worked within a 10-people agile team. Rich technical and organizational experiences. I wrote a full documentation about the project, with UML modeling.

- From mid 2013 to end of 2013

- Tech environment : Objective-C

Tiki'labs, Paris (employee)

iOS developer

- From 2009 to 2011

- Tech environment: Objective-C, Quartz 2D, webkit, MapKit

Orange (employee)

Developing and maintaining the administration UI of Orange group.

-   From 2008 to 2009

-   Tech environment : C, C++

SNCF (employee)

Developing and maintaining a software that helps SNCFs operator handle rail traffic.

- **From** 2007 to 2008
- **Tech environment :** LISP, C, Ingres.

EDUCATION

Cognitics Engineering school, Bordeaux

computer sciences, UX, human factor, artificial intelligence.

- **From** September 2004 to September 2007

IUT Computer sciences (Bordeaux)

- **From** September 2002 to June 2004