Hello, I'm Florent Alexandre

bonjour@florentalexandre.be
florentalexandre.be
LinkedIn

Intro

I'm a software engineer with 13 years of professional experience working on iOS platforms.

After starting my career in an agency I transitioned to product, working on apps ranging from small-scale to millions of users. I enjoy collaborating in cross-functional teams to exchange ideas and create our best work every time.

Experience

komoot

SEPTEMBER 2019 - PRESENT

komoot: A Cross-platform iOS app (iPhone and iPad), mostly written in Swift. An outdoor navigation app for planning, discovering, and sharing hiking, cycling, and running routes worldwide.

- Worked inside the Content squad to evolve the route search from a simple search field into a core app experience with its own tab after over a year of feature development and iteration.

- Rebuilt komoot's activity uploader as sole developer, leveraging iOS background uploads to cut upload times and drive pending uploads to all-time lows.

- Developed a HealthKit integration that became a larger source of activities than those recorded in the iOS and Android apps combined.

- Reduced technical debt by breaking up a 15-year-old monolithic codebase into modular frameworks.

- Streamlined design implementation by automating icon fetching from the design repo and collaborating with designers to build a SwiftUI component and design tokens library, accelerating new feature delivery.

- Owned and maintained Bitrise CI/CD pipelines, enabling weekly releases with full unit and E2E test coverage for every pull request.

AVIV Group
FEBRUARY 2019 - SEPTEMBER 2019

SeLoger: Cross-platform iOS app written in Swift. The app is a way to find a place to buy or rent anywhere in France. It also provides tools to help you in your search and after finding a place. I improved existing features and developed a new feed tab.

Octave Group
NOVEMBER 2017 - DECEMBER 2018

TouchTunes: iPhone app written in Objective-C and Swift. The app allows users to control TouchTunes jukeboxes and make payments. Added several new features and helped the team refactor the older Objective-C codebase in Swift. I also developed backend APIs in Java specifically designed for the app.

Freelance
DECEMBER 2016 - SEPTEMBER 2017

Tarmac: Cross-platform iOS app written in Swift with a heavily customised UI allowing users to listen to podcasts and live radio, and watch live video streams.

Kapaza: iPhone app written in Swift. Spent two months helping Kapaza teams overhaul the UI.

A7 Software
MARCH 2016 - OCTOBER 2016

Andaman7: Cross-platform iOS app written in Objective-C allowing patients to manage their health data and share it with their caregivers. Worked on developing new screens, large custom Core Data migrations and HealthKit integration.

Tapptic
AUGUST 2012 - MARCH 2016

Tapptic being an agency I worked on a lot of projects in various fields during my time there. Sometimes in a team sometimes as the lead developer. It was mostly media apps for TV channels or newspapers but there were also banking apps, marketing apps, SDKs... Here's a highlight of the projects I worked on during my time there:

VOOMotion: Cross-platform iOS app written in Swift and companion app on Apple Watch. TV app with EPG, VOD and remote control.

AXA Soon: Banking iPhone app with innovative features such as budget management, bank account activity as a timeline, wire transfers via PayPal and support via chat.

Timeline by Screenity and Screenity SDK: SDK and Cross-platform iOS app centered around public interaction: push notifications based on location, audio environment, time of day, BLE beacons.

OTAKeys: SDK and iPhone app allowing users to book a shared car and open it via Bluetooth.

Manex
SEPTEMBER 2011 TO JUNE 2012
I worked for Manex in the context of my master thesis.

My Lampiris: Android app to manage your electricity and gas consumption and bills. This was particularly interesting at the time as the app had to work on both Android phones and tablets and Android Honeycomb had just introduced the concept of UI Fragments to Android.

Personal projects

Hedra : Cross-platform iOS app written in Swift. Dice roller in 3D using the SceneKit Apple framework. Solo work, from the first sketches to the promotional videos used in the App Store.

Education

2012 Université de Liège, Belgique - Master in Computer Science.

Languages

* French: Native speaker.

* English: Full proficiency, I have worked for years in several English-speaking environments.

Hobbies

* Running: I discovered a passion for running and trail running during my years at komoot and through close contact with many athletes. I run a few times a week in

the beautiful Ourthe valley where I live and try to partake in a couple of races every year.

* Reading: I try to read as much as I can, using audiobooks to help. I mostly enjoy reading fiction and my favorite author is Ursula K. Le Guin.

* Video games: I enjoy playing video games, mostly smaller indie games with something to say these days, you can find my gaming journal here.