



# Bernard Musaj

## iOS Developer

Passionate software engineer with 9+ years of expertise in mobile and web development using various technologies. I specialize in iOS development and absolutely love doing that. A self-motivated quick learner, very ambitious in nature and enthusiastic to collaborate in team environments.

## Contact

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### LinkedIn

<https://linkedin.com/in/bernard-musaj>

### GitHub

<https://github.com/bernardmusaj>

## Education

2015 - 2017

### Master's Degree

Information Technology  
University of Tirana

2010 - 2015

### Bachelor's Degree

Information Technology  
University of Tirana

## Mobile Expertise

- iOS Development (UIKit/SwiftUI)
- Flutter SDK
- Xamarin cross-platform framework

## Full-stack

- ASP.Net (C#)
- React

## Languages

English (C1)

Albanian (native)

## Experience

### January 2023 - Ongoing

VO2 Group | France, Canada, Israel (Remote)

#### Senior iOS Engineer (CTO)

- Developing features on existing applications and new iOS projects/applications also.
- Working mainly with **SwiftUI** and **UIKit** projects also, along with **Combine** framework.
- I've got hands-on experience integrating Salesforce in iOS apps and making sure everything stays secure with **Okta** for user authentication.
- Building POCs for new clients.
- Making sure these frameworks could work together smoothly using an Adapter design pattern. This helped different parts of the app communicate effectively.
- Internal iOS SDK integration in the apps.
- I had the pleasure and the opportunity to work with big retail luxury brands (developing feature for their internal staff applications)

### February 2022 - November 2022

Insign gmbh | Switzerland (Remote)

#### iOS Engineer

- Responsible for developing new features on the application, related to User-authentication, video/audio calls between authenticated and connected users using **Twilio SDK** along with **CallKit**.
- Using development practices that helps with the process, applying **MVVM** pattern with other coding principles to ensure a clean architecture throughout the codebase.
- Using **Combine** with **SwiftUI** and **UIKit** as well and developing the user-interface by code (without storyboards/xibs).
- Deliver of fully-tested based on requirements with the unit tests implementation.
- Identifying and correct deficiencies and fix errors in codes that show as bugs.
- Working as part of a team to define, design and implement features in the application.
- Utilising Agile methodology throughout the working process.

### September 2021 - February 2022

Scandlearn | Sweden (Remote)

#### iOS Developer (Lead)

- Working on 2 existing iOS applications, one consisting of a centralised point of team communication and the other related to training solutions (usually consisted on video-modules) for airline crew.
- Ensuring code-quality by implementing unit tests on existing codebase and new features implementation. Achieving design consistency across different types of iOS devices (iPhones and iPads) and Android application also.
- Increasing the performance of the application by troubleshooting and fixing the memory management issues.
- Synchronising with the Android team on development process.
- Implementing enhancements or architectural changes to boost and upgrade the customisation and integration effectiveness.

# Technical skills

## Programming languages:

Swift, C#, JavaScript, Dart, Java.

## Frameworks, libraries and cross-platforms used:

SwiftUI, UIKit, ASP.NET, .NET Core, .NET Framework, React, react-native, Node.js, FlutterSDK, Xamarin, Java IDE.

Design and architectural patterns: MVVM, Viper, MVC, MVP, Coordinator, Singleton, Delegation, Decorator, Repository etc.

## Databases worked with:

Microsoft SQL Server, MySQL, PostgreSQL, MariaDB, MongoDB, SQLite, CoreData.

## Deployment tools used:

GitLab CI/CD, Azure CI/CD Pipelines, CircleCI, Fastlane, Bitbucket Pipelines.

## IDE and development tools used:

Xcode, Visual Studio Code, Visual Studio, IntelliJ.

## Version control system used:

GitHub, GitLab, Gitea, Bitbucket, VSTS, TFS.

Work management tools used: Jira, ClickUp, VSTS, Trello, Phabricator.

## Communication tools used:

Slack, Skype, Mattermost, Google Meetings, Zoom, Google Chat, Microsoft Teams, BlueJeans, Whereby.

## May 2021 - July 2021

Healios AG | Spain (Remote)

### iOS Developer (Seasoned)

- Collaborating with the team in the development process of the iOS application from its initial phase.
- Ensuring 100% test coverage with **Unit Tests** implementation on every feature and making sure the requirements are met and fully tested before merging with the *develop* branch. Using **MVVM** and **Coordinator** pattern for the navigation logic.
- Working on features consisting the utilisation of **HealthKit**, **CoreMotion** gathering data regarding the subjects and submitting those data for processing and analysis.

## March 2020 - May 2021

AT Consulting | Albania/Italy (Remote)

### Lead Developer, React JS and C# ASP.NET Developer

- Working closely with the front-end and back-end teams working with **React**, **Java Spring Boot**, **C# .NET Core** and **Flutter** projects regarding different clients one of which was *Leroy Merlin*.
- Responsible for applications deployment on different environments (*Staging*, *Pre-production* and *Production*), debug and apply fixes whenever any deployment process failed.
- Working on features development on **React** applications.
- Assist back-end team working on **Java Spring Boot** project and responsible for the scheduled/manual deployment of the applications.
- Develop application services using **C#** and **.NET Core** which utilised **Apache Kafka** and **Elasticsearch** capabilities.
- Develop and deploy **Android/iOS** application and **PWA** project, both built with **Flutter SDK** and assist the development team on the process.
- Leading multiple teams and managing different projects from small to medium-enterprise size, coordinate and communicate directly with teams and support them in their respective tasks.
- Giving technical directions when needed, guiding the teams and ensure the quality check of the workflows, mappings, and all the necessary technical requirements (or details) of the development.
- Working closely with stakeholders to understand business requirements and help translate technical requirements for the development teams.
- Documenting technical specifications for features or system designs, which helped us to fully understand the requirements and make the process as easy as possible.
- Detailed code reviews on **PRs** and giving suggestions how or what should be changed/improved and help when obstacles/blockers occurred.
- Always pushing to write **testable**, **scalable** and **efficient** code which would help us in the future for bug-fixing or new features implementation.
- Propose enhancements to the way of working to elevate efficiency and delivery excellence.

## September 2017 - March 2020

3i Solution | Albania/UK

### iOS Developer (lead) & Full-Stack C# ASP.Net Developer

- iOS Developer (Swift).
- C# Xamarin Forms mobile developer.
- C# ASP.Net (.NET Core & .NET Framework) developer.
- API Architecture and RESTful services development).
- Responsible for designing, coding, debugging, testing, deployment, documentation & implementation of software applications according to established standards.
- Providing & developing clean, scalable, and maintainable code that implements accepted design patterns and principles such as: **MVC**, **MVVM**, Repository pattern.
- Front-end & back-end application components integration and third-party solutions implementations for the projects.
- Review project requirements in detail and actively participate in identifying holes in the logic and suggesting new ways of problem solving for specific cases.
- Support & provide maintenance for applications that are in production environments.
- CI deployment with Azure Pipelines.

## Cloud services, frameworks, servers and tools used:

Google Cloud Services (Maps, Analytics, Cloud Functions, Google Ads), Azure Cloud services, Firebase (Cloud Messaging, Dynamic Links, Remote Config, A/B Testing, In-App Messaging, Crashlytics, Test Lab, Realtime Database), Docker, Sendgrid, OAuth 2, IIS, Xampp, Wamp, Apache, Nginx, Kibana, Apache Kafka, Elasticsearch, Grafana, Prometheus.

Design tools used: Figma, AdobeXD, Sketch, Adobe Photoshop.

## Soft skills

- Problem solving
- Teamwork
- Attention to details
- Communication
- Critical thinking
- Leadership
- Creativity

### March 2017 - September 2017

Atrax | Albania

#### Full-Stack C# ASP.Net & Xamarin Mobile Developer

- Developing C# ASP.Net web applications and Xamarin mobile application.
- Implementing following design patterns on development process: MVC Repository Pattern
- Create RESTful APIs which are consumed by web & mobile (developed on Xamarin) app.
- Database design & synchronisation using different tools and approaches: Database-First & Code-First, Schema Compare, EntityFramework.
- Implementation of Email services and using tools such as SendGrid.
- Fixing issues and bugs on existing C# Web Forms applications and custom PHP implementations.

### August 2018- September 2021

Freelancer - US (Remote)

#### iOS Developer

- Designing and building mobile application for iOS.
- Work closely with the Android team and collaborating with the design team to define app features.
- Monitor the performance of app, make improvements as required and ensuring quality/performance of the application to specifications.
- Identifying potential problems, bugs and fixing them.
- Implementing application updates, maintenance and further enhancement.

### September 2014 - September 2015

Lavazza Coffee Club | Albania

#### Sales and Marketing Manager

- Achieving growth and hitting sales targets by successfully managing the sales team.
- Designing and implementing a strategic sales plan that expands company's customer base and ensure it's strong presence.
- Managing organisational sales by developing a business plan that covers sales, revenue, and expense controls.
- Setting individual sales targets with the sales team.

### May 2013 - September 2014

Software House Albania | Albania

#### Android Developer

- Developing features and implementing new requirements based on the client's specification.
- Responsible for internal application deployment.
- Working along with the iOS team to deliver a high quality product on both platforms.