Miroslav Kuťák

Curriculum Vitæ

"Whatever the mind can conceive and believe, the mind can achieve." - Napoleon Hill

I am primarily an iOS developer with a background in game development, agencies and entrepreneurial ventures. I started programming in my 11 years and proved to be very creative and talented. My biggest driver is to be involved in a great project, making great things happen. I'm passionate about stunning graphic design and animations while having strong analytical skills to design and realize complex app architecture. I love to keep things simple, clean and efficient. I've done some incredible projects in the past where I could implement these visions and I'd be grateful if I could continue in doing so.

Education

2010–2014 **Bachelors in Software Engineering**, *Czech Technical University*, Prague, Czech Republic.

The course included programming in C/C++, C#, Java, Smalltalk, Assembler and finally Objective—C, relation databases, software engineering, object modelling, POSIX threads programming, efficient algorithms, graph algorithms and complexity theory, computer networks, security, operating systems, computer architecture and user interface design. Theoretical subjects included integral calculus, automata and grammars, probability and statistics, discrete mathematics and linear algebra.

Experience

2016–Present **iOS Expert**, CodeMentor, Prague, Czech Republic.

I'm helping fellow iOS programmers solve critical issues, mentor beginners or give expertise on mobile development and startups. Continuously being #1 iOS developer on the Leaderboard: https://www.codementor.io/ios-developers

2014–Present **co-founder, CTO, Senior iOS Developer**, Forbidd, Ltd., London, UK.

From the beginning I was helping to shape the product, getting people on board, taking the technical lead. We failed multiple times, but finally we created a sophisticated social marketing platform and a social network.

The iOS app is written in Objective-C and common frameworks like UIKit, AFNetworking, MapKit, CoreLocation, Core Data, Auto Layout, Google Analytics, Fabric etc. I also developed custom image gallery, custom camera and photo editor using graphic card powered filters by GPUImage. Custom graphics include social followers calculator graph views done in CoreGraphics. The app is using Facebook and Instagram integrations. Continuous integration is the part of the development process - at first it was Jenkins, now Bitrise. UI Automated tests were crafted in KIF. Agile development, SCRUM, shipping to AppStore almost every week the first year. I've also been responsible for the hiring process, growing the team from 2 people in the beginning to 12 people.

Style InCities app is available on AppStore.

2015–Present **Senior iOS Developer**, AVIAL, LTD., Toronto, Ontario, Canada.
Taking ownership of the iOS app FindMe, working with Parse backend, refactoring legacy Objective-C codebase, continuous integration via Bitrise.

2015–2016 **Lead iOS Developer**, WDF, Prague, Czech Republic.
I'm leading a team of three in an international environment, working with security technologies, writing Swift code, messaging with Socket.io. We're developing a sophisticated social network. My key responsibility was to ensure quality codebase and fast delivery in a tight time schedule. Deployments are done through Bitrise CI, task management in Trello. Fast iterations and regular calls with client ensure the project always runs in the right direction. As our client was a health startup, one of my responsibilities was to ensure security and privacy when handling sensitive information.

2012–2014 **iOS Developer and HTML5 Developer**, CRAZY TOMATO, S.R.O., Prague, Czech Republic.
Here I was part of a small app agency and I was involved in development of several enterprise and AppStore, iPhone and iPad apps. My keen desire was to work with clients on the solution and make sure the apps we made meet their requirements. One of the first projects was Galerie Butovice, which is a shopping mall app. Using UI Kit, Core Data, Core Graphics for custom pseudo—3d map of the mall with selectable shops which were rendered dynamically on basis of the synchronized Core Data database. This app was designed to work fully offline, including download manager for PDF versions of the magazine, database of shops and the mall map and also public transport timetables.
Cribis Mobile app incorporates in-app purchases, restoring purchases, graphs, multiple languages and multiple data sources, data recalculations via up-to-date exchange rates, contacts, reminders, RSS feed, data caching, etc.
Hyundai Salesforce app perfects visual experience of Hyundai models on iPad, featuring comprehensive car configurator, local database synchronization and custom media gallery.
mHostess is a fully configurable iPad presentation app which fetches the campaigns and prezentations to the local database, works offline and submits batches of filled forms once the internet connection is available.
Shopsel, Akční Ceny and Zlacnené are three projects from a single codebase. Apps feature REST API data fetching, Core Data storage, Core Animation.
Apps I've created from start to finish myself: Akční Ceny, mHostess, Shopsel (iPad and iPhone), Cribis Mobile, Hyundai iPad sales app, Galerie Butovice, Zlacněné and several promotional iPad apps for Phillip Morris. Most are still available on AppStore. I also made two HTML5 games in Cocos2d-x framework which are no longer available online.

2011–2012 **iOS Developer**, IMPER.CZ, S.R.O, Prague, Czech Republic.
I've cooperated on project Albert v Kuchyni for iPad. My key responsibility was to develop preloading of pdf pages efficiently, and create new components that were using them (gridview, table of contents previews). During that time I was improving my knowledge of frameworks by studying the lecture material of a C193p course on Stanford University.

2004–2011 **Game Developer, Graphic Designer**, Haunebu Software, Bystřice, Czech Republic.

I started creating games in Game Maker in my early teens, laying my hands on both 2D and 3D games development and graphic design. On high school I've gotten more professional by co-working with Nifflheim Softworks and several individuals and producing variety of games. Panzer Tournament is a LAN multiplayer top-down shooter with map editor, stunning graphics and computer-controlled players (who even chat!). Interactive maps, variety of weapons and environments, bot personalities make this game a real masterpiece. Visuals include custom OpenGL renderings, post-screen effects, particle effects and animations. In Panzer Tournament there are 6 game modes including 3 team game modes. Computer-controlled players are very competitive and have several layers of reasoning - individual combat, self-enhancement, chat and team goals. My own physics engine developed for this game is also worth mentioning.

Inventor Arena is a 3D tank shooter with split screen multiplayer and vehicle editor. A game that has been developed within 2 months on high school.

I was publishing the games on YoYoGames.com and other portals for free. Both Panzer Tournament and Inventor Arena are still available at YoYoGames.com.

Languages

Czech	**Mother tongue**	
English	**Advanced**	*Conversationally fluent, no accent*
German	**Intermediate**	*General understanding and simple conversation*

Interests

I'm very active person. I'm interested in fitness and healthy lifestyle. I enjoy variety of sports. My greatest passions are guitar playing, singing, ballroom dancing and martial arts. I spend a lot of time reading books and watching lectures on self-improvement, efficiency, philosophy and human psychology.