Miroslav Kuťák

Curriculum Vitæ

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

I have extensive 7+ years of professional experience with both Objective-C and Swift working as a freelancer in companies in USA, Canada, UK, Switzerland, and the Czech Republic. I am easy to communicate with and I always deliver. I have a degree in Software Engineering from the Czech Technical University in Prague, Czech Republic. I started coding when I was 11 years old and never stopped!

One of the outstanding achievements is that I am the #1 iOS developer on codementor.com for the entire year 2016 and since 2017, there is longer the rank, but I am sure I wouldn't fall behind too much. The saying goes that you can learn the most when you teach somebody. During my consulting career, I have learned a lot. Working with more than 100 clients in over 1000 sessions gave me the opportunity to see the bigger picture and think outside the box. I am very proud to have a 100% satisfaction of my clients and besides giving me good reviews they also keep coming back which is the best indication of a job well done.

I am currently actively looking for new job opportunities as I would like to get a more stable working schedule and to start a family.

I usually spend a couple of months each year in the USA (Atherton, CA) but most of the time I am in my home town, the beautiful Prague in the Czech Republic. So the position I am looking for has to be 100% remote as I prefer to work from home. I have a proven track record of being high achiever, and I've never been an on-site employee.

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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 modeling, 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

2018–Present **CEO, Senior iOS developer**, Curly Bracers, Atherton, CA, USA

I manage a team of battle-hardened, top super senior, fun to work with developers and designers. We are focusing on early-stage startups, helping them get to a MVP. Turns out that when you put together good devs, you also get to work with some fantastic clients. I am very happy about our collaboration.

2018–2019 **Senior iOS developer**, Proactive Life LLC, New York, USA

Contributing greatly to a Sonic Sleep app – cannot share the details, but it's a lot of high-tech proprietary stuff. Working with HealthKit and other I/O frameworks to provide a great insight into the sleep patterns of patients.

2017–Present **Founder, CEO, investor**, Hotel Analytics s.r.o., Prague, Czech Republic

Developing a data processing software for the foreign police of the Czech Republic. High security data storage, GDPR compliance, Czech regulations compliance. Manging an agile team of 3 developers, delegating the responsibilities, motivating people and establishing a productive and healthy culture of a remote team.

2016–Present **lead iOS Developer, partner**, Sports Analytics LLC, Dallas Texas

Developing the iPhone and iPad version of TennisLocker app from scratch, encuring the quality of the codebase and reusability in other company's projects. Build and delivery automation using Fastlane. Leading team of 4 iOS developers, writing technical documentation, taking care of the project management and company's deadlines.

2016–Present **co-founder, CTO**, Movez, Prague, Czech Republic.

Being a founding partner and a CTO on a social event platform brought me in the realm of a platform building, marketplace payments, fraud prevention, real-time databases and other technologies. Leading an international developer team and growing is once again testing my HR skills.

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.Teaching is one of the best ways to learn, I saw myself grow immensely as I am facing a new challenge every day. My communication skills also improved a great deal both of which contributed to my success. I've accomplished more than a thousand sessions with my clients while maintaining a five star rating. Continuously being #1 iOS developer on the Leaderboard: https://www.codementor.io/ios-developers

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2014–2016 **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

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(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.

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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.

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