




Romain Boulay

 Berlin, Germany  <https://romainboulay.com/contact>  37yo (15 years XP)

Skills & Experience

Programming Languages	I often write Swift, Objective-C, Ruby or Bash code, and contributed to TypeScript, JavaScript, Kotlin, Scala, Java, Go or Python codebases.
Frameworks	iOS SDK (from 3.0), SwiftUI, Rails, GraphQL, React. Certified ScrumMaster.
Languages	French (Native speaker), English (Full professional proficiency), some German & Italian.

2021 - Present. Senior Software Engineer, Amazon

I lead the Mobile development for Project Kuiper (broadband internet via satellites), where I design solutions to reduce lead time through modularization and code sharing techniques. I mentor junior engineers to enhance their technical skills and improve team performance. I successfully deliver multiple software projects from scoping requirements to launch across various teams and systems.

2016 - 2021. iOS Platform Lead, SoundCloud

I led the iOS collective (15+ Engineers, split into 6+ teams) and was a technical consultant for the company's critical projects. I advocated for the agreed technical vision and made sure it is followed. I architected the app and the infrastructure to solve the problems that appear at scale. I also defined processes and built tools aiming to increase the developer experience and overall productivity. I witnessed growth from 60M to 110M of the iOS MUU, crash-free users rose from 99.2% to 99.9%, while build times decreased by 25%, and the app cold start dropped from 4 seconds to 1 second.

2015 - 2016. Senior iOS Developer, Brainly

My role at Brainly was to help my remote team to produce a world-class product. I initiated regular pair programming, code reviews, and set up a continuous integration system. I also encouraged the use of agile methodologies, cross-functional pairing, KPIs reviews, and higher involvement of the team in the product definition. During my tenure, we witnessed growth from 100K to 200K MUU on iOS.

2014 - 2015. Lead iOS Developer, Wimdu

I joined Wimdu to create from scratch the mobile apps and set up their infrastructure. The first months were dedicated to shaping and developing the Host app (iOS + APIs) autonomously. Then to scale to a team of 9 people to maintain and improve the Host app while working on the new Guest app, entirely in Swift.

2013 - 2014. Lead iOS Developer, myDriver

I first focused on stabilizing and improving the current public app and rewriting the driver's app. Then I worked on the next major public version, building a new architecture, defining APIs, and designing the UX.

2011 - 2013. iOS Developer, PlayAdz

I designed and implemented a complete enterprise framework aiming to speed up the development of mobile apps. I lead the development of 15 iPhone and iPad apps: Nature64, Odysseum, Cap3000...

2008 - 2011. iOS Developer, Intellicore

I developed 20 iPhone and iPad applications: Horizon, iRATP, MacBidouille, Thesorimed, Fabled Lands, etc. I was responsible to gather the requirements with customers, implement, test and deliver.

Degrees

2006 - 2009	Computer Science Master's degree of Sophia-Antipolis Polytechnic School, <i>Université de Nice</i> . France.
2004 - 2006	Computer Science Two-year diploma from a University Institute of Technology in Aix-en-Provence, <i>Université de la Méditerranée</i> . France.