

Farid Rahmani

Mobile Software Developer

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Objective	Seeking a Software Developer position in a company where I can utilize my technical skills, knowledge, experience and passion for software development and solving problems
Skills	<p>Programming Languages: Swift, Objective-C, Java, Javascript, C, Ruby, Assembly Language (x86)</p> <p>Database Skills: MySQL, SQLite, MongoDB, Amazon DynamoDb</p> <p>Web-application Frameworks/Runtimes: Node.js, Express, Ruby on Rails</p> <p>Platforms: iOS, Android, MacOS, Linux/Unix</p> <p>Cloud Services: Amazon Web Services, Firebase</p>
Personal Projects	<p>Rapid Chess iOS Online Chess Game. A multiplayer online timed chess game. I designed and developed the app from start to finish.</p> <p>Technologies Used: Swift 4, Firebase</p> <p>App Store link: https://itunes.apple.com/us/app/rapid-chess/id1435642968</p>
Work Experience	<p>Mobile Software Developer, Block.one, January 2019 – Now</p> <p>Working in the iOS division on company's iOS Apps. Mostly working on User Interface and Animations.</p> <p>Technologies Used: Swift, UIKit, Core Animation</p> <p>Mobile Software Developer(Remote), Entire Builders, June 2016 – January 2019</p> <p>Maintaining 2 of the company's in house iOS apps:</p> <p>An estimation application, which is used in house by construction engineers for estimating building material amount and cost.</p>

A field reporting app, which is used by engineers to write field reports and send them back to the main office.

Technologies Used: Both of the above applications were written in Swift.

Full Stack Web Developer, Hewadwal Construction Co, 2012- 2016

Created a web application for tracking the number of apartments sold by the company.

Technologies Used: Ruby on Rails, PostgreSQL

Education

Kabul Medical University, Kabul, Afghanistan *2011*

MD, Curative Medicine