



Kévin La Rosa

Developer, specialized in mobile development

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Professional Experience

Mobile developer React Native

Hejalbert, Oct 2021 - Feb 2024 (3 years and 2 months)

Holy Owly Mobile Application :

- Developed features with React Native
- Updated React Native and its dependencies
- Created native modules in Swift/Obj-C and Kotlin
- Implemented Unity <=> native bridges for on-demand asset
- Integration and voice recognition
- Migrated applications to a monorepo architecture
- Migrated the IAP system with Purchasely
- Developed iOS App Clips utilizing React Native code

Holy Owly Website :

- Developed the website payment system with Next.js and Stripe

Infrastructure :

- Made Stripe and IAP payment data available in BigQuery to calculate LTV.
- Implemented Customer.io across Holy Owly products to automate customer engagement.

iOS Mobile Developer

Baby Sittor, Aug 2018 - Sep 2021 (3 years and 2 months)

Application iOS :

- Developed new features using Clean Swift architecture with Observer (RxSwift).
- Optimized compilation time.
- Implemented unit tests and configured continuous integration pipeline (Jenkins Pipeline, Cobertura, SwiftLint) d'intégration.
- Integrated Stripe 3DS payment solution.
- Developed a shared framework between iOS and Android with Kotlin Multiplatform.

iOS & Android Mobile Developer

Freelance, November 2015 - Present

Brainsonic / Skindrug (2024) :

- Cross-platform development of an encyclopedic application for dermatological pathologies for iOS & Android using Expo
- Implemented data synchronization module between SQLite and a CouchDB server

Fuzzie (2017) :

- Designed and developed the iOS wish list module
- Refactored views to promote reusability
- Optimized performance and split storyboards into more modular components

Neopixel / Quantaflow iOS (2017) :

- Developed iPhone application integrating data analysis features with data visualization
- Designed and implemented data retrieval module with an advanced cache system following specific business rules for multi-timezone management

Uzik / Chanel iOS (2016) :

- Analyzed and provided UX, technological, and business recommendations to improve the luxury brand's user experience
- Developed iPad application
- Integrated AVFoundation to create an innovative virtual nail polish try-on module, increasing customer engagement
- Set up a JS/Swift bridge enabling smooth communication between web interfaces and native components

Mobile developer iOS & Android

Uzik agency - 2015 - 2016, 1 year

Calvi On The Rocks :

- Developed festival applications for iOS and Android using native development kits
- Created a JavaScript bridge for mini-games integration
- Implemented offline content access (CoreData for iOS & GreenDAO for Android)

Mobile developer iOS

Uzik agency - 2014, 6 months

Hermes :

- Developed iPad application showcasing the product range in an animated and interactive way
- Implemented advanced multi-touch management and created fluid animations with CoreAnimation

Capturee :

- Developed iPhone application for detecting ultrasound in music.

Education

Master's Degree in Digital Communication Engineering

HÉTIC, Montreuil, France - 2015

Associate's Degree in Technology (DUT) in Communication

Services and Networks (Work-Study Program)

Université du Sud Toulon Var, France - 2012

Technical Skills :

Frameworks : React Native, Expo, UIKit, SwiftUI, Android SDK, Kotlin Multiplatform, Next.js, Unity, Express.JS, Supabase.

Technologies : Node.JS, Stripe, BigQuery, Firebase, Purchasely, Customer.io Amplitude, GrowthBook, Sentry, Crashlytics, Docker, Vercel, Cursor, Claude code.

Programming Languages : TypeScript, JavaScript, Swift, Kotlin, Java, Objective-C, PHP, Python, SQL, HTML 5, CSS 3, SASS.

Languages

English (Professional), French (Native), Japanese (Beginner).