PREDRAG KARIĆ

MOBILE DEVELOPER

CONTACT

predrag.karic@gmail.com
Serbia

Experienced in building and maintaining scalable mobile applications with a focus on performance, clean architecture, and delivering smooth user experiences.

EDUCATION

Faculty of technical sciences, University of Novi Sad

- MSc in Computer Science
  2012-2016
  Novi Sad, Serbia

EXPERIENCE

- Oct 2023 - present
  Senior Software Engineer
  Meldo
- Nov 2021 – Sept 2023
  Senior Software Engineer
  Plume
- May 2020 – Nov 2021
  Senior Software Engineer
  turing.com (Plume)
- Oct 2016 – May 2020
  Senior Software Engineer
  door8c
- Dec 2013 – Oct 2016
  Senior iOS Developer
  Yooture (Branch office)
- Aug 2010 – Nov 2013
  Software Developer
  Codecentric Ag
- Apr 2008 – Jul 2010
  Software Developer
  Levi9 Global Sourcing
- Jan – March 2008
  Software Developer
  YuSpin

SKILLS

Programming & Technologies

Swift, Kotlin, Objective-C, Java, C, Ruby; UIKit, SwiftUI, Kotlin Multiplatform, Kotlin Coroutines, Auto Layout, Core Animation; RESTful APIs, JSON, Alamofire, RestKit, Firebase, Push Notifications; Core Data, Combine, MapKit; Spring, Spring Boot, Perfect, Vapor

Databases & Data Access

Core Data, SQLite, Realm, Spring Data JPA, JDBC, SQL; MSSQL, PostgreSQL, MySQL, SQLite

Tools & Workflow

Swift Package Manager, CocoaPods, Carthage, Fastlane, Gradle, Maven, Ant; Git, SVN, Mercurial, CVS; Jenkins, Bitrise, CircleCI; TestFlight, HockeyApp; JIRA, Trello, Pivotal Tracker

Methodologies & Platforms:

Agile (Scrum), Iterative Development; Clean Architecture, MVC, MVVM, TCA, Coordinator Pattern; macOS, Linux (Ubuntu), Windows

CERTIFICATION

Professional Scrum Master I

LANGUAGES

Serbian
English

CODE CRAFT

PROJECTS

October 2010 – present

iOS projects

Role Senior iOS Software Engineer

Role description

Worked on a wide range of iOS projects for international clients across industries including retail, telecom, fitness, real estate, and startups. Collaborated with cross-functional teams and contributed to both greenfield development and maintenance of existing applications.

Tech Stack Swift, Objective-C, Kotlin Multiplatform (KMP), RxSwift, Firebase, Core Data, MVVM, MVC, VIPER, REST APIs

Plume

Role Software Engineer / Team Lead

Role description

Led a development squad and contributed to overall system architecture. Worked on implementing new features and improving existing functionalities. Conducted code reviews, fixed bugs, and improved APIs.

Tech Stack Kotlin Multiplatform (KMP), Swift, Kotlin, Firebase, Clean Architecture

Netto, fotex, Bilka – Danish supermarkets

Role Software Engineer

Role description

Contributed to architecture and development of multiple retail applications. Implemented new features and improved user experience across apps. Integrated functionalities such as push notifications, geolocation, and camera.

Tech Stack Swift, RxSwift, Firebase, Push Notifications, Geolocation, Camera, MVVM

IWG plc ex Regus

Role Software Engineer

Role description

Maintained and improved an existing legacy codebase. Worked independently as the sole developer during certain periods. Contributed to redesign efforts and ongoing bug fixing.

Tech Stack Objective-C, MVC, VIPER

regus.com/en

Reading International Inc

Role Software Engineer

Role description

Assisted with resolving issues in existing mobile applications. Contributed to redesign efforts on both iOS and Android platforms. Participated in preparing and releasing apps to App Store and Google Play.

Tech Stack Swift, Objective-C, Android (Java/Kotlin)

Annanow

Role Software Engineer

Role description

IBuilt the application from scratch, including defining its architecture. Implemented core features with a focus on location-based services. Ensured stability and performance of the app.

Tech Stack Swift, Geolocation, MVC

Yooture

Role Software Engineer

Role description

Developed the application from scratch and defined its architecture. Implemented key features and improved functionality over time. Collaborated on maintaining performance and stability.

Tech Stack Objective-C, Swift, MVC

Kieser Training

Role Software Engineer

Role description

Designed and developed the application from scratch. Implemented core user features and handled data persistence. Focused on performance optimization and app stability.

Tech Stack Objective-C, Core Data

kieser.com/ch-de

Centerdevice

centerdevice.de/en

Role Software Engineer

Role description

Built the application from scratch and defined system architecture. Implemented core features with emphasis on secure data handling. Ensured reliability and performance of the application.

Tech Stack Objective-C, Core Data

OEV (Digital Agency Projects)

Role Software Engineer

Role description

Worked on multiple client projects from concept to delivery. Built applications from scratch and defined their architecture. Implemented features using device capabilities such as camera and geolocation.

Tech Stack Objective-C, Camera, Geolocation

oev-online.de