

MAXIME BORNEMANN

Senior iOS Engineer

Single, 27 years old
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PROFESSIONAL EXPERIENCE

2013-2015 Mobile (iOS) & Backend Engineer — Cinémur, Paris

2,5 years

- Developed the **Ciné-Loisirs** iPhone app, a social network to discover and share your favorite movies. From the first line of code to App of the Week on the App Store and 500,000+ downloads.
- Also developed multiple apps for Cinémur clients including the **FnacPLAY** OS X, iPhone and iPad apps (a premium digital video store for Fnac), the **Warner Bros.** VOD iPad app (enabling companies to offer on demand movies to their customers) and the **Séance Ciné** iPhone app (an easy way to plan movies to watch with your friends by We Love Cinéma).
- As a more data-oriented engineer, developed a high-volume data collection, matching and analytics system (using Akka, Hadoop, Hive, Presto, Tableau Server) for **Cinémur** and its clients. Performed an in-depth analysis on more than 40 millions orders for one of the biggest on-demand video store in France. Researched and developed a user and content recommendation system (400 millions data points). Worked on a virtual reality (VR) video on-demand prototype.

2012-2016 Mobile (iOS) Consultant

4 years

- Developed the **Wingit** tvOS app, a way to find cool events shared by insiders.
- Worked as the lead iOS engineer on **Fuzzie**, a new way to gift friends and family. Took over an early prototype and turned it into a complete app. Helped to manage mobile and backend development in a fully remote team (7 months).
- Developed the **Remixjobs** iPhone app, the leading French tech job board.
- Worked as a UI designer on the **Yosee** iPhone app, which lets you explore places in the neighborhood using tags.

2012-2013 Mobile (iOS) Engineer — MFG Labs, Paris

1 year

Developed the **MyWarner** iPhone and iPad apps, a unique second screen experience for the most recent Warner Bros. DVD and Blu-Rays. Implemented real-time sound and image recognition algorithms used to synchronize a movie with other devices.

2011 Mobile (iOS) Developer — SQLI Agency, Paris

6 months

6-month internship developing an iPad app to enhance and perfect the sales process of Waterair, an European leading pool manufacturer.

EDUCATION

Master's Degree in Computer Science — 2013

Université de Technologie de Compiègne, France

Major in Knowledge and Information Systems Engineering.

LANGUAGES

French: Mother tongue

English: Fluent (TOEIC 980)

SKILLS

Languages: Objective-C, Swift, Java, Ruby, PHP, C, C++, Scala, Javascript, LISP, PERL

Backend / Data: PostgreSQL, Jetty, Jersey, Akka, Nginx, Redis, EC2, SQL, Hadoop, Hive, Presto, Tableau, Bigquery, R, Core Data, OWL, SPARQL, Mixpanel

Web: HTML, CSS, Wordpress, Ruby on Rails, Laravel, Play, jQuery

Design: Sketch, Photoshop, Illustrator, Maya, MODO

Other: Git, SVN, regular expressions, Maven, SCRUM, TDD, BDD, ANTLR, OpenCV, ffmpeg