

Robert Lorentz

Curriculum Vitae

Stockholm, Sweden · robert.lorentz95@gmail.com

Education

[2014 - 2019] - Civil Engineering in Computer Science at KTH

I have studied civil engineering in computer science with a master's in cognitive science KTH Royal Institute of Technology in Stockholm. The master's in cognitive science involved many Machine Learning courses including Deep Learning, Robotics and Artificial Intelligence.

Selected Work Experience

[2023-10 - 2024] - Freelance IT-consultant, Stockholm

I started working as a freelancing iOS/Flutter contractor at the end of 2023.

[2024] - Flutter Engineer Consultant at Attempt Technologies

Worked as a Flutter Engineer consultant for Attempt Technologies which had a contract with NGFT, focusing on the development of Techlog, an aviation tool designed for pilots. My responsibilities included creating a robust offline-first architecture to ensure usability in areas with limited connectivity. Leveraging Flutter and REST APIs, I developed key features for seamless data synchronization and ensured the app maintained reliability and performance standards critical for aviation use cases. Collaborated closely with product teams to meet regulatory and user-specific requirements, enhancing the app's utility and interface to align with the demands of aviation professionals.

Keywords: Flutter, Dart, REST API, Offline-first, Aviation, UX, Agile

[2024 - 2026] - iOS & Fullstack Engineer Consultant at Sveriges Radio

Worked at Sveriges Radio from 2024 to 2026 across iOS and fullstack assignments, including the website, .NET APIs and iOS.

As an iOS Engineer consultant at Sveriges Radio, I contributed to the development and enhancement of the SR Play mobile application, a flagship app delivering Swedish Radio content to a broad audience. My responsibilities included implementing new features, optimizing performance, and refining user interfaces across both SwiftUI and UIKit frameworks to ensure a seamless and engaging user experience. Utilizing AVKit, I handled media playback and streaming requirements, ensuring smooth, high-quality audio for listeners. I collaborated with cross-functional teams to align app functionality with the broader objectives of Sveriges Radio, applying agile methodologies to maintain efficiency and adaptability within the project.

Keywords: iOS, Swift, SwiftUI, UIKit, AVKit, Agile

[2023-10 -2024-06] - Mobile Engineer Consultant at Caddee

Responsible for building premium services for Caddee, including an Apple Watch app, which involved design, system architecture, and development. Implemented CI/CD pipelines with Xcode Cloud to automate tests and ensure code quality, as well as managed distribution to TestFlight. Worked with a wide range of technologies such as iOS, SwiftUI, Combine, REST, Flutter, Android, and Django. Additionally developed the frontend for the web application in Next.js / React and performed testing with Cypress.

Keywords: Flutter, iOS, SwiftUI, React, Combine, Figma

[2021-05 - 2023-10] - Lead Mobile Engineer at Surfboard Payments, Stockholm

As the Mobile Engineer for the startup company Surfboard Payments I was mainly responsible for developing a mobile application in Flutter called Surfpay leveraging tap to pay technology to facilitate card payments using the NFC chip on the phone. My role was very important in ensuring the highest standards of security while also delivering a perfect user experience. The role also included building UI based from Adobe XD and Figma and integrating backend services from REST APIs.

Keywords: Flutter, iOS, Swift, SwiftUI, UIKit, React, Combine, GCP, Parprogramming

[2018-01 - 2023-01] - Co-Founder and Technical Lead at Zimple

Co-founded Zimple together with a partner in our free time, launching a subscription-based mobile application built in Flutter specializing in planning, scheduling, and time tracking. I contributed significantly to building the application, the entire technical stack, testing, product development, and deployment of all systems. The backend is built using AWS, where several microservices have been deployed, including some services utilizing SignalR for real-time communication features. This addition not only facilitated instant updates and notifications within the app but also enhanced the user interaction by enabling seamless, real-time data synchronization across devices.

Keywords: Flutter, iOS, UIKit, Swift, React, AWS, Kotlin

[2020-05 - 2021-05] - Lead iOS Developer at Halebop, Stockholm

Job involved full responsibility over the Mitt Halebop iOS app developing tasks according to the backlog. I work alone with the app so the whole process of refining a task and releasing the feature to the App Store is done by me.

All code is fully tested through Unit testing and UI testing together with A/B testing with each release. With my initiative I have redesigned many parts of the application to a more modern architecture MVVM. All features are developed using endpoints towards the backend.

I have also initiated many other changes including: Push Notifications, Dark Mode, Widgets, Asynchronous parallel network calls.

I have been involved in architectural design of complex systems such as Swish Payments, Customer Feedback, Contentful integration.

Keywords: iOS, Swift, UIKit, SwiftUI, CI / CD, Core Media

[2020-01 - 2021-05] - iOS Developer Mitt Telia, Stockholm

At Mitt Telia, I took on similar development tasks as I did at Halebop, but this time I collaborated with two additional iOS developers, which provided a valuable learning experience. Together, we developed a new Mitt Telia app for the App Store, which has since become the top-rated telecom app. The old Mitt Telia app was built with Objective-C and had to be updated.

The new Mitt Telia app was built with a completely new architecture, and I played an integral role in delivering features according to the backlog.

Keywords: iOS, Swift, Objective-C, UIKit, React, AWS, Kotlin

[2019-01 - 2020-01] - iOS developer for a startup company Viffs

Viffs was a startup company I joined as the person responsible for apps. We created a system that hijacked text signals from cash registers going to receipt printers, in order to create digital receipts without having to change any existing cash register terminals. Responsibilities involved designing and managing the iOS app from scratch, while also discussing solutions for the system as a whole.

Keywords: iOS, UIKit, Microsoft Azure

[2019-05 - 2020] - Master's thesis Arbetsförmedlingen

In my master thesis I wrote and studied labeling jobs and competences in work ads through Named Entity Recognition with the Deep Learning model BERT. BERT is a Google developed Neural Network not available in Swedish, but Arbetsförmedlingen had one trained specifically for Swedish, which I used to train to solve my problem.

Keywords: Deep Learning, PyTorch, Tensorflow, Kubernetes

[2018-02 - 2018-08] - Developer Scila

Worked with bug fixing and enhancing their code both backend and frontend in Java and Swing. Their system is built together with spring and maven, which I also got experience with. I also wrote bash scripts for scheduling automatic tasks.

Keywords: Java, Spring, Maven, Swing

[2017-05 - 2017-07] - Frontendutvecklare Arbetsförmedlingen

Developed a website in React / Angular / Vue to facilitate the selection of training data to feed an AI model, BERT.

Keywords: AI, BERT, Angular, Vue, React, Javascript

Language & Computer Skills

Languages: Swedish (native), English (fluent), Spanish (beginner) Computer Skills: Mac (user), Linux (user), Windows (user)

Programming languages:

Swift, Objective-C, Java, C++, C, JavaScript, Flutter, Dart

Other Computer Interests:

Machine Learning, Neural Networks, Robotics, Design, Smart Home Products

Github: <https://github.com/robban112>

Website: <https://robban112.github.io>

Interests

My biggest interest is to work out at the gym, or catch up on some good series on Netflix. I also enjoy playing Padel.