

# Richard Adem

## iOS UX Engineer

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### Summary

I am a creative engineer who creates software with a focus on UX and architecture. I have been developing iOS software in Objective-C and Swift since the platform was released and published dozens of apps in the App Store.

I am an Australian living in Paris, France.

### Languages

Swift, Objective-C, Kotlin, JS, TS, Python, Lua

### Education:

Bachelor of Computer Science -  
Charles Sturt University, Australia

### Management

I am a skilled professional with a demonstrated history of efficiently overseeing iOS development teams. I've managed teams within the company, across different time zones as well as guiding the learning experience for interns.

### Architecture

I develop thoughtful app architecture using the MVVM system creating maintainable and reusable code that can be quickly understood by any member of the team. My approach to development encourages collaboration and ensures that complex concepts are made accessible.

### UX

I collaborate closely with design teams to create highly polished UI with intuitive navigation systems, beautiful animations. I am currently on a Design System team that creates the foundation and component elements for all the apps in the company.

### Work History

#### 2024-Present    **Decathlon, Paris**

- *Senior Apple platforms developer.*
  - Design System team, creating foundation elements and UI components for all the Decathlon Apple platform apps.
  - Maintain the internal Sample app showcasing all the Design System elements.

#### 2024            **Early Health, London**

- *iOS Developer at startup.*

#### 2023            **Packsmith, Melbourne**

- *iOS Developer at startup.*
  - In charge of designing the entire app framework and UI SwiftUI.

#### 2022-2023    **Sabbatical Gallery, Melbourne**

- Founded and ran a not-for-profit art gallery showcasing interactive and video game art.

2018 - 2022

**Google Arts & Culture, London**

- *Senior UX Engineer, Production*
  - Lead the change from Obj-C UIKit to SwiftUI across the mobile app.
  - Writes production code for the AR art experiences.

**Google Search & Assistant, Mountain View**

- *UX Engineer, Prototyping*
  - Worked within the UX team in rapid prototypes on iOS.
  - Responsible for presenting new UI features and products to VP level stakeholders.
  - Patent US11301128B2 Intended input to a user interface from detected gesture positions.

2016 - 2018

**Code and Theory, New York**

- *Senior iOS Developer*
  - Managed the international iOS team, streamlining the process and leading the team to be the highest performing development team at the agency.
  - Created a structured iOS architecture using Redux and Functional Reactive Programming patterns and implemented complex animations from designers using CoreAnimation.

2015 - 2016

**Small Planet, Brooklyn**

- *Senior iOS Developer*
  - Built the FanDuel Turbo competitive gaming app, rewrote networking code to keep it in sync and prevent dropouts.

2015

**Triptale, Copenhagen**

- *iOS Developer*
  - Created a modular iOS and Android app generating system for white label tourism apps.

2014 - 2015

**Isobar, Melbourne**

- *iOS Developer*
  - Variety of apps for the entertainment and real estate sectors and brought data syncing time down on an app from 3 minutes to 5 seconds by consolidating network requests.

2013 - 2014

**The Royals, Melbourne**

- *iOS Developer*
  - Variety of iOS apps for clients including visualizations of 3d landscapes with dynamic cities based on popularity of twitter hashtags.

2011 - 2013

**Vortilla Digital, Melbourne**

- *iOS Developer*

2010 - 2011

**DMG Radio, Melbourne**

- Web and iOS Developer

2007 - 2009

**Acheron Design, Melbourne**

- *Game Developer*