

# Richard Adem

## UX Engineer

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### Summary

I am a UX Engineer with over 13 years professional experience creating software with a focus on UX and architecture. I have been developing iOS software in Objective-C and later Swift since the platform was released and published dozens of apps in the App Store.

I currently work at Google London, on the [Arts & Culture](#) Team.

### Focus

I specialize in rapid prototyping, working closely with the design and experience leads to create highly polished UI with beautiful transitions and intuitive interactions.

**Languages:** Swift, Objective-C, C++

**Education:** Bachelor of Computer Science - Charles Sturt University, Australia

### Experience

2018 - Present **Google Arts & Culture, London**

- *UX Engineer, Production*
  - I write production code for the AR art experiences, working in a cross-functional team of 3D artists, product leads, designers and engineers.

**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.

2016 - 2018 **Code and Theory, New York**

- *Senior iOS Developer*
  - I managed the international iOS team, streamlining the process and leading the team to be the highest performing development team at the agency.
  - I 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*
  - I worked on 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*
    - I worked on a 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*
    - Variety of iOS apps for clients including a real estate floor plan designer app.
- 2010 - 2011 **DMG Radio, Melbourne**
- Web and iOS Developer
    - Developed and maintained all iOS apps for multiple radio stations.
- 2007 - 2009 **Acheron Design, Melbourne**
- *Game Developer*
    - Variety of video games for popular consoles including simulation of cricket games that produced realistic scores that was used in subsequent releases.