

Richard Adem

Senior 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.

Focus

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

Languages: Swift, Objective-C

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

Work History

2022-Present **Sabbatical Gallery, Melbourne**

- Taking a short Sabbatical in Australia.
- Founded and running 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.

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.