

George Boumis

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Personal page: <https://averello.info/cv>

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Software Engineer

15 years of experience with iOS frameworks

Apple WWDC 2018 & 2019 Attendee

iOS & Flutter & SDK Engineer & Distributed Systems and Applications Engineer

Experience

- current **Freelance Software Engineer** APR 2025 - PRESENT [Synplus Ltd/Harmattan AI](#)
Develop a Flutter mobile application to be used as a dashboard for electric golf cars and a Battery Management System management application.
Skills: C++, Linux, Android, docker, cmake
- 8 months **Freelance Software Engineer** SEP 2024 - MAY 2025 [Synplus Ltd/Ora e-Cars](#)
Develop a Flutter mobile application to be used as a dashboard for electric golf cars and a Battery Management System management application.
Skills: Flutter, gRPC, RPC, C++, bazel, PigWeed, Linux, Android
- 9 months **Freelance Software Engineer** SEP 2024 - PRESENT [Synplus Ltd](#)
- 8 months **Embedded Software Engineer** APR 2023 - NOV 2023 [Parrot Drones](#)
Parrot SDK Team ([GroundSdk](#), [AirSdk](#))
Skills: C, C++, python, Swift/Objective-C, Java/Kotlin, shell, Linux
- 6 months **Technical Project Coordinator** NOV 2022 - APR 2023 [Parrot Drones](#)
Coordinator of a diverse team of 16 engineers with direct reporting to the CEO. Project management & organisation of autonomous infrastructure inspection.
Skills: C, C++, python, shell, Linux, AirSDK, Convolutional Neural Network, Computer Vision Algorithms, Project Management
- 3 years **Software Engineer** OCT 2019 - NOV 2022 [Parrot Drones](#)
Mobile SDK Team ([GroundSdk](#)), Embedded SDK Team ([AirSdk](#)), [Photogrammetry Team](#) & Mobile Application Team ([OpenFlight](#))
Skills: C, C++, python, Swift/Objective-C, Java/Kotlin, shell, Linux
- 7 months **Mobile Team Lead & iOS Software Engineer** FEB 2019 - SEPT 2019 [Impact Tech Ltd](#)
Leader of the Mobile Team (iOS + Android). Maintained a SIP application (based on Linphone). Crafted Flutter based applications.
Skills: C, Swift/Objective-C, Dart/Flutter
- 1.5 year **Lead iOS Software Engineer** JUL 2017 - JAN 2019 [AbZorba Games \(Novomatic Interactive\)](#)
Responsible for software architecture of iOS apps. Crafting reusable frameworks for all in-house apps. Development process documentation.
Skills: Swift/Objective-C, Core Animation, git, AFNetworking
- 1.5 year **iOS Software Engineer** JAN 2016 - JUL 2017 [AbZorba Games \(Novomatic Interactive\)](#)
Crafting animations frameworks in Swift and Objective-C. Real-time multiplayer game development, maintenance of existing apps and development of new features.
Skills: Swift/Objective-C, Core Animation, git, AFNetworking
- 5 months **Research Internship** APR 2014 - SEP 2014 [Laboratoire d'Informatique Paris 6](#)
Conception et implementation of an innovative garbage collection algorithm for Big Data in HotSpot Java Virtual Machine. For [in-depth explanation](#).

- 1 month **iOS Internship** JUN 2013 [ThinkMyApp \(defunct\)](#)
Designed and developed in a month a radio/youtube module. Mentoring collaborators. Integrated Auto Layout, ARC and UICollectionViews in the existing code base.
Skills: Objective-C
- 1 month **iOS Internship** JUN 2012 [ThinkMyApp \(defunct\)](#)
Designed and developed in a month, a multimedia module. Set up a distributed revision control system ([git](#)) and implemented a web service. Learned team-work in a small team.
Skills: Objective-C

Education

- NOV 2023 - DEC 2024 **edx.org MicroMasters Program: Corporate Innovation**
[The University Of Queensland](#)
- Fundamentals of creative and design thinking to enable innovation.
 - Idea Management to better select and implement business ideas.
 - Evidence based innovation how to develop a business model into a business plan.
 - How to scale innovation as a capability within organisations and assess your innovation readiness.
- Certifications**
- [CORPINN1x: Design Thinking and Creativity for Innovation](#)
 - [CORPINN2x: Idea Development: Create and Implement Innovative Ideas](#)
 - [CORPINN3x: Innovation: From Plan to Product](#)
 - [CORPINN4x: Creating and Sustaining an Innovation Culture](#)
- 2012 - 2014 **Master's degree, Computer Science, Distributed Systems & Applications (SAR)**
[Sorbonne Université \(Université Pierre et Marie Curie - Paris VI\)](#)
Expertise in **middleware**, distributed and parallel algorithms.
- 2009 - 2012 **Bachelor's degree, Computer Science**
[Sorbonne Université \(Université Pierre et Marie Curie - Paris VI\)](#)
with Honours

Skills

- Programming languages: Swift (9 years), Objective-C (15 years), C (15 years), C++ (4 years), Dart, shell, python, perl, Java, Kotlin, \LaTeX
- Languages: GREEK (native language), ENGLISH (expert), FRENCH (expert)
- Frameworks: CocoaTouch, Cocoa, Flutter, SwiftUI
- Development environments: Linux macos, (POSIX and GNU systems), Xcode, Cursor, Android Studio, git, gerit, repo, vim, VSCodium
- Certifications: [LFD103: A Beginner's Guide to Linux Kernel Development](#)

Personal Projects

- Author of iOS applications: [Tripsleep](#) (2014-2015), [Study+](#) (2010-2011), [Tabac-Cannabis Info](#) (2011), [BAC+](#) (2012), [Vital](#) (2013-2014)
- Participated in: [IntraTech](#) (UI), [iReveilPro2](#) (Multimedia radio & youtube framework), [Mr Lender](#) (Integration of new technologies)
- Frameworks [GitHub](#) (<https://github.com/averello>)

Interests

- Passionate musician (instruments: Chromatic accordion, Piano, Bass guitar). Took part in various orchestras and music groups. *I love team work that happens in these groups.*

- Linux kernel development novelties through lwn.net.
- Cycling (especially Mountain Biking), Callisthenics & Wall Climbing.
- Hight-tech and science novelties.
- Passionate comics reader.