

René Doháň

Senior Mobile & Cross-Platform Engineer

Bali, Indonesia · Remote

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PROFESSIONAL SUMMARY

Senior mobile and cross-platform engineer with 20+ years of software delivery across native Android and iOS, C++ systems, SDKs, and full-stack web products. Leads complex work from architecture and legacy modernization through testing, release, and long-term product ownership.

CAREER IMPACT

- Current AI-assisted full-stack delivery with a React frontend and AWS platform, progressing from product design through final release preparation.
- Native iOS and Android SDK delivery for glucose-sensing medical-device integration in a regulated multinational environment.
- Lead ownership of both native mobile platforms for Slovakia's 2021 national census, including offline data and complex form rules.
- Long-running client product stewardship across Rcherz and Motorkari.cz, balancing modernization with production continuity.
- Ten current Android music apps with at least 170K combined public Google Play installs and a custom low-latency C++ engine.

CORE TECHNICAL STRENGTHS

Native mobile

Kotlin · Java · Swift · Objective-C · Android SDK · iOS SDK

Systems and SDKs

C++ · low-latency audio and DSP · SDK and API design · device integration · offline-first workflows

Web and backend

TypeScript · React · Vue.js · AWS · .NET · GraphQL · PHP/Yii · SQL · Firebase

Delivery and quality

architecture · legacy modernization · code reviews · TDD · unit and UI testing · CI/CD · Scrum

SELECTED CLIENT EXPERIENCE

Full-stack crypto platform approaching production launch

February 2026 - Present

Equisix · Senior Web Developer

- Designing and engineering a large full-stack web platform now in the final stage of development.
- Using AI-assisted development across the React frontend and AWS-based workflows, carrying features from product design through implementation and release preparation.

React · TypeScript · AWS · AI-assisted development · full-stack web development

Case study: Equisix Full-Stack Platform

Modernization and continued ownership of production Android and iOS apps

June 2024 - Present

Motorkari.cz · Android & iOS Developer (Part-time)

- Developing both native platforms: improving the inherited Android codebase and continuing the iOS app originally delivered in 2017.
- Modernized UI and performance while evolving Swift, push-notification, background-sync, and REST integration workflows without disrupting established product behavior.

Kotlin · Java · Swift · Objective-C · REST APIs · Firebase Cloud Messaging

Case study: Motorkari.cz Android and iOS Modernization · Project: Motorkari.cz

Native SDKs and medical-device integration for glucose sensing

August 2022 - January 2024

Biolinq · Android & iOS Developer (via Sequenex team)

- Delivered iOS and Android SDK work, extended existing iOS applications, and built Swift and Kotlin sample apps that demonstrated device integration.
- Implemented Kotlin SDK behavior aligned with its iOS counterpart and defined Gherkin scenarios during design to make regulated behavior testable before implementation.
- Worked API-first in a multinational remote Scrum team using Git flow, code reviews, and extensive QA practices.

Swift · Kotlin · iOS SDK · Android SDK · SDK/API design · Gherkin

[Case study: Biolinq Medical SDK](#) · [Project: Biolinq Medical SDK](#)

Lead mobile delivery for Slovakia's 2021 national census

June 2020 - March 2021

SODB 2021 · Lead Mobile Developer (via Plaut / Bowbook)

- Led native Android and iOS development, translating extensive and changing public-sector requirements into working applications on both platforms.
- Implemented offline data, CSV and service-driven updates, complex form rules, and on-device validation for field workflows that could not depend on continuous connectivity.
- Coordinated months of refinement with stakeholders and supporting developers through delivery.

Kotlin · Swift · Android · iOS · offline data · form validation

[Case study: SODB 2021 Census Apps](#) · [Project: SODB 2021 Census Apps](#)

Rcherz native mobile and competition-scoring suite

April 2014 - Present

Bowbook, s.r.o. · Mobile Applications Developer

- Built and maintained a large Objective-C iPhone/iPad app, a Java Android app, and a dedicated Android scoring application for an international archery platform.
- Separated mission-critical competition scoring from the general product and implemented stability controls, remote device commands, polling, push messaging, and resilience for difficult outdoor Wi-Fi conditions.
- Sustained the client relationship and product knowledge across a long-running engagement beginning in 2014.

Objective-C · Java · Android · iOS · REST APIs · push messaging · offline resilience

[Case study: Rcherz Suite](#) · [Project: Rcherz iOS](#) · [Project: Rcherz Android](#) · [Project: Rcherz Scoring](#)

INDEPENDENT PRODUCT ENGINEERING

Renetik Music Apps and low-latency audio engine

March 2021 - Present

Creator and full-cycle product engineer

- Built ten current Android music applications with at least 170K combined public Google Play installs as of July 2026.
- Designed a reusable C++ audio engine for real-time DSP, sequencing, FX chains, metronomes, MIDI I/O, recording, looping, and multi-instrument playback.
- Own architecture, Kotlin UI, Firebase services, automated testing, releases, product websites, analytics, crash reporting, and customer feedback.

Kotlin · C++ · Android · Firebase · Espresso · UIAutomator · JUnit · Mockito

[Renetik Music Apps](#) · [Case study: Renetik Music Apps](#) · [Project: Renetik Music Apps](#)

EARLIER EXPERIENCE

Additional full-stack and product delivery

2018 - 2025

Delivered coordinated Android, .NET GraphQL, and MySQL changes for Sensoneo; PHP/Yii/PostgreSQL work for Plaut; and mobile, Vue.js, Firebase, Spring, and AWS product work for other clients.

Native mobile portfolio and reusable foundations

2010 - 2020

Delivered iOS and Android applications for Motorkari.cz, TRIAD, LiveAgent, Post Affiliate Pro, and other clients while building reusable Objective-C, Swift, Java, and Kotlin libraries used across professional projects.

SaaS, desktop, and document systems

2005 - 2010

Progressed from junior to senior developer at QualityUnit across Java, C#, PHP, JavaScript, GWT, J2EE, Eclipse RCP, OCR, SaaS products, and PDF parsing/generation, with Scrum, TDD, and pair programming.

Early IT foundation

1997 - 2001

Built practical systems knowledge through PC assembly, software installation, customer support, Windows and Linux administration, networking, AutoCAD support, HTML, and wireless telecommunications work.

EDUCATION

Bachelor's Degree in Computer Software Engineering · Slovak University of Technology in Bratislava