Arman Dezfuli-Arjomandi

Chief Technology Officer @ OneRent, Inc.
http://stackoverflow.com/cv/armana

Campbell, CA
(267) 243-8292
rawrmaan@gmail.com

Profile

I'm a passionate technologist with a uniquely integrated approach. My greatest passions are product development and UI/UX design. I've scaled a company to Series A in the CTO role and created original iOS apps spanning games, entertainment and education, with 5m+ installs and excellent user reviews. I care a lot about energy and environmental issues, and creating products that make a positive impact.

Skills

- Exceptional product vision and execution with keen big-picture thinking and high attention to detail
- Extensive web experience including building and scaling a node.js/React stack with over 30 external services and integrations
- 10 years designing web and mobile interfaces in Photoshop CS to CS6 (now Sketch)
- 6 years iOS development & UI/UX with Xcode and Objective-C, expanding into Swift
- 4 years data modeling & analytics experience w/ Localytics, Mixpanel, Leanplum, Segment.io
- Excellent written and verbal communication skills

Technologies

Node.js, Express.js, React, Redux, Immutable.js, Loopback.js, JavaScript (ES6), CoffeeScript, Objective-C, Swift, MongoDB, Redis, PostgreSQL, Photoshop, Sketch, AWS, GCP, Heroku

Experience

Co-Founder & CTO @ OneRent: Jan 2015 - Present **San Jose, CA**
Designed the product vision and tech stack for a completely new type of property management service. I led the company to scale to over 600 units under management in 3 geographical areas, $1m ARR, and $1.5m of rent and security deposit collected every month. We drive high customer satisfaction with interactive owner dashboards and easy online renting. Total funding raised was $5.5m seed + Series A.

Owner @ rawrmaan LLC: Sep 2009 - Present **Campbell, CA**
I make iOS apps for fun and profit. I do 100% of design and development myself. Some of my products:

- **Slide**, a simple game about swiping left and right. #1 free app in >30 countries in early 2012. 4.9m installs, 4.5 star average (**https://itunes.apple.com/us/app/slide/id359315994**)
- **Falcross**, a puzzle game where you use logic to uncover hidden images. 240k installs, 4.5 star average, 0.24 sticky factor, $1000s monthly IAP revenue (**https://itunes.apple.com/us/app/id500195713**)
- **Jake and Amir**, a video app for a popular online comedy duo. 10k installs, 5 star average (**https://itunes.apple.com/us/app/jake-and-amir/id788998574**)

iOS Engineering Intern @ Apple: July 2012 - Sep 2012 **Cupertino, CA**
Worked on an unreleased iOS app on the Consumer Apps/iPhoto team that focused on social photo viewing and sharing. I was asked to return but decided to focus on my own projects.

iOS Engineering Intern @ Astrid: Jan 2012 - May 2012 **San Francisco, CA**
I spearheaded a feature called Reusable Lists, worked on various UI/UX aspects, and refactored the Astrid iPhone app to make code more readable and maintainable. I also did minor CSS/JS web work.

Education

I did 2 years at Santa Clara University studying Computer Science then dropped out to pursue my app business full time in 2013.