# Skills

* 8+ years of experience writing Swift
* Experience with SwiftUI
* Auto Layout/Interface Builder experience, building adaptable UI for multiple screen sizes
* Very experienced with Objective-C
* Strong communications skills and proven ability to motivate, coach and collaborate with others

# Experience

## 

## Senior iOS Engineer

## Jane.com, Utah May 2020 – Present

* As an iOS Engineer at Jane.com I took major role in feature development in multiple apps including short-form videos and live streaming from sellers
* Focused on best practices and enhancing app architecture and maintaining unit tests
* A smaller part of my role was learning and working on adding to C# .NET backend services that supported our Android and iOS apps
* Monitored crashes in crashlytics and worked with QA to improve our quality and testing
* Started SwiftUI conversion and new features in our apps

## iOS Team Lead

## Compass Digital Labs, Mississauga Oct 2018 – May 2020

* Architected and implemented large components in a rewrite of the flagship iOS application
* Lead our team in Apple initiatives including Touch/FaceId, Shortcuts
* Apprenticed other colleagues and helped other members to help advance skill sets
* An active involvement in high level refinement and planning

## Senior iOS Developer

## Compass Digital Labs, Mississauga Feb 2018 – Oct 2018

* Worked closely with UX, Product and Android team to have similar feature sets
* Introduced Coding standards and Code Review process
* Frameworks include CoreData, Firebase, and Salesforce Marketing Cloud
* Experienced in Unit and UITests

## iOS Developer

## PointClickCare, Mississauga Dec 2014 – Feb 2018

* Built multiple apps with Swift, and maintain existing applications in Objective-C
* Frameworks include CoreData, Alamofire, Realm, and SnapKit
* Acting team lead on pilot applications
* Integrate UITests with Instruments and Appium
* Participated in Enterprise Design Workshop at Apple Inc.

## iOS Developer

## Encore Engagement, Oakville May 2014 – Dec 2014

* Built app for clients to keep track of accounts and checks
* Helped prototype changes to flagship application with improvements in mapping and navigation
* Frameworks included CoreData, AFNetworking, and MapKit
* Heavy use of multiple contexts and multi-threading for long-running data processing
* Experimented with Xamarin, to learn more for potential cross-platform application

## iOS Developer

## PointerWare Innovations Ltd, Toronto Jan 2013 – Feb 2014

* Built universal app for seniors to communicate to relatives through a card game
* Utilized Facebook to integrate social networking capabilities within the multiplayer game
* Tracked requirements and development tasks using Asana
* Gained experience with Django and SQL used for a backend with Connect4 game

## Camera Assistant

## I.A.T.S.E 667, Toronto 2003 - 2011

* Worked on over 50 feature films and television projects ([www.imdb.com/name/nm1520340/](http://www.imdb.com/name/nm1520340/))
* Worked alongside with high profile actors, actresses and producers
* Responsible for leading multiple large scale camera crews to produce feature films

**Apps**

## FilmBiz Rate July 2014

* This app was created to help film crew members to check their pay stubs
* Frameworks used include CoreData, StoreKit and Google Analytics
* App Store URL: <https://itunes.apple.com/ca/app/filmbiz-rate/id890652782?mt=8>

## HMFF Aug 2013

* This app offers a complete listing for all music and film events at the Hamilton Music and Film Festival
* Third Party API’s used include Twitter, Flickr and formerly Parse
* App Store URL: <https://itunes.apple.com/us/app/hmff/id687996957?mt=8>

# Education

## Software Development and Network Engineering Diploma

## Sheridan College, Oakville Dec 2014

* Recipient of Academic Award of Excellence
* Placed 2nd in Capstone Competition

# Interests

* Keeping up with the Toronto Maple Leafs
* Watching WWDC
* Experimenting with Hybrid development
* Running and exercise in general