

PERSONAL STATEMENT

As a distinguished iOS Engineer with 5 years of professional experience, I bring an analytical mindset, product-oriented approach, and a strong passion for creating exceptional iOS applications to the table. My track record of developing successful iOS apps on the App Store is a testament to my skills in creating clean, maintainable and efficient code using Swift. I am a dedicated learner and am always eager to expand my skill set through tailored mentorship and taking on challenging projects. I am a highly motivated individual with the ability to work independently or as part of a cross-functional team, while consistently hitting deadlines. My ultimate goal is to use my skills and experience to create industry-leading products that delight users and make a meaningful impact.

EXPERIENCE

2018–Now
*Kim and Carta
Europe*

iOS Engineer

- I led the development on both greenfield and brownfield iOS apps for **blue-chip** clients (names under NDA) across various industries, such as energy, banking and retail and played a key role in implementing several app features:
 - **Energy client:** Led the development of a brand new app from discovery to launch, implementing key features such as meter reading submissions, tariff switching, and bill viewing. The app achieved significant success, with hundreds of thousands of users and a 4.5-star rating in the App Store.
 - **Banking client 1:** Spearheaded the reskin of an app as part of a fast-paced alpha team, successfully completing the project within 5 weeks, and tailoring the functionality to meet the specific needs of clubs and societies customers. Led the team from prototype to a successful launch.
 - **Banking client 2:** As the development team leader, I took charge of the implementation of several essential features in a new MVP app, which included the presentation of fixed-term deposit and early access accounts, transaction history, balances, and interest rates. I collaborated with the Director of Product throughout the development process to ensure the successful launch of the app.
 - **Banking client 3:** As one of the lead developers, I was responsible for the implementation of several crucial features in a brand new app, including account setup, sign-up for junior ISAs and other functionalities.
 - **Retail client:** I took ownership of the development and implementation of the loyalty scheme for an existing retail client app over a period of 2 years, which included several app releases. My responsibilities included adding support for various new loyalty offers to increase business revenue, updating app functionality for launch in Ireland, introducing a new digital credit account for loyalty users, and implementing a new digital credit card reward system. As a result, the app has achieved significant success, with hundreds of thousands of users and a 4.8-star rating on the App Store.
- I actively collaborated with cross-functional teams including platform engineers, product owners, designers, testers, and other stakeholders to deliver an exceptional iOS experience, by utilising the latest functionalities such as **App Clips**, **WidgetKit** and **SwiftUI** and tiny noticeable things such haptic feedbacks and animations.
- I took charge of enhancing the tooling and continuous integration workflows, through initiatives such as integrating lint/code coverage warnings on pull requests and automating the deployment of apps to **TestFlight** and **App Store** using **Fastlane**.
- I worked with scrum masters to convert client requirements into implementable user stories.
- I reviewed wireframes, mockups and client requirements for technical feasibility.
- I improved product quality and stability through thorough code reviews on **GitHub/BitBucket** and increased code coverage by writing unit/integration/snapshot tests.
- I presented several technical talks both internally and to the client's engineering team on various iOS topics (most recently on **ActivityKit**).
- I wrote several technical [blog posts](#) on both my personal and our official engineering blog.
- I mentored and pair programmed with junior engineers on projects.

June–Nov
2015
*Double (Dating
App)*

Android Engineer, Internship

- I helped build the initial version of the Android app, implementing key features such as a login and home screen.
- I provided feedback on the app's UI design when porting it from iOS, taking into account the official Android design guidelines.

OTHER EXPERIENCE

2018–Now
Apple

Open source contributor, Swift

- Implemented [100+](#) bug fixes and user-facing enhancements in the compiler.
- Authored and implemented 2 language proposals - [SE-0268](#) and [SE-0280](#), which shipped in Swift 5.3 and was featured in the “What’s new in Swift” WWDC ’20 video. Co-authored and co-implemented [SE-0369](#), shipped in Swift 5.7 and featured in the “What’s new in Swift” WWDC ’22 video.
- Member of the Swift Contributor Experience workgroup.
- Appeared on the [Swift Community Podcast](#) with Chris Lattner (the inventor of Swift) to talk about compilers.

EDUCATION

2014–2018

- 2:1 B.Sc Computer Science, Oxford Brookes University

SKILLS AND TOOLING

- Highly knowledgeable in Swift. Familiar with C/C++, HTML and Python.
- Experienced with a wide variety of iOS frameworks and tools, such as UIKit, SwiftUI, CoreAnimation, GCD, Swift Package Manager, Git, Xcode and more. Experienced with various CI systems such as Bitrise and TeamCity.