



I have been a professional software developer for fourteen years, specialising in Apple's mobile ecosystem since iOS 2 was released in 2008. I have been a lead iOS developer in Germany, Prague and most recently London. The apps I've developed have been downloaded millions of times and won awards from Apple. I have expertise in all areas of the development cycle from conception to app store submission. See my website for links to some of the apps I have worked on.

LEAD IOS DEVELOPER (CONTRACT), SKY TV, LONDON, UK – 2016-2017

At Sky I worked on all of the flagship products including Sky Q, Sky Go and NOW TV. As a contractor I was regularly moved between teams to help stabilise those that were lacking experienced developers. Part of this involved taking a leadership role whenever I joined a new team.

- One of my major achievements at Sky was creating a vast/vmap implementation in Swift that is used across all of Sky's mobile applications to show advertising.
- Worked on a major project to modernise the Sky Go codebase.
- Combined the Sky Go and Sky Q projects into a single codebase.
- Internationalised the shared Sky Q and Go codebases, and released both applications across multiple countries. This was done to very tight deadlines with shifting requirements and uncertainty.
- Created custom tools to build the various international configurations of Sky Q and Sky Go.

LEAD IOS DEVELOPER, NOVASTONE MEDIA, LONDON, UK – 2015-2016

Worked in a small, agile team to create a secure MQTT messaging application for a fintech startup. I was hired to deliver a working app urgently for them after previous attempts had failed.

- The app was developed using C, Objective-C and Swift programming languages and utilised Core Data heavily. We produced an entire system including the backend in less than nine months.
- I took a project that had previously failed twice (due to complexity) and created a complete product that is now being used on premise by multiple banks and wealth management firms.
- The app was penetration tested by the same company that works with GCHQ and passed first time.
- I set up a continuous integration system using Xcode Server, created unit tests and produced weekly updates while maintaining quality.

LEAD IOS DEVELOPER, MINEUS GMBH, PRAGUE, CZECH REPUBLIC – 2011-2015

I had responsibility for coding apps and leading a team to deliver products that are used by millions of people for G+J, the largest publisher in Europe. The products were developed from the ground up using TDD and agile methodologies.

- I was responsible for the development and lead of multiple apps from conception to submitted products. The applications are used by over 20 million people.
- I managed an iOS and Android team of 14 people, helping with technical and day to day issues.
- My apps were featured by Apple and won awards. For example, Tagesspiegel won Apple's best in category award. It was also the first app in Germany to incorporate newsstand. We were featured by Apple on the launch of iOS 5 in recognition of this.
- I liaised with clients to understand their requirements and formulated these into deliverable features and stories.
- I set up a complex continuous integration system using Jenkins, to automate testing and builds.
- I created a working library for use at G+J to deliver adverts (similar to ad mob) after previous developers had failed.

IOS DEVELOPER / WEB DEVELOPER – 2009-2011

I developed highly visible websites for brands such as Sony and Topshop. I also made an iOS brain trainer application for James May (Top Gear presenter) on iOS 3.

NETCOPY – 2006-2008

I was a web developer for a start-up company that developed a system for transforming print publications into a digital representation that could be used via an API that we developed. We used this for a number of UK publications such as Gramophone and Classic Rock magazines to make 50 years of issues available and searchable via the web.

Other work and interests

In my spare time I enjoy making games, one of which is a word game called Spell Seeker. It is available on the iOS App Store and it supports iPhone, iPad and Apple Watch.

I am also writing a book about iOS application architecture.

I have done free work for a children's heart surgery charity that helps children get surgery in Afghanistan.

I worked as an intern for ZOO Interactive (set up by Ian Stewart who founded Gremlin). I worked on games such as Who Wants to Be a Millionaire? and Premiership Manager and some various original Xbox games.

Some of my interests include playing classical guitar, running, swimming, reading and film.

Education

University of Sheffield, UK – MEng Software Engineering, 2003

University of Sheffield, UK – PhD Electrical/Software Engineering, 2006

Technical skills

Most proficient

Swift, Objective C, and Cocoa APIs (iOS and MacOS) using agile methodologies such as Scrum, test-driven development and continuous integration.

Experience with (used for real projects)

C, Python, PHP, Java, Pascal, Tomcat, HTML/CSS, JavaScript, Haskell, VHDL, MySQL, CouchDB, Apache, Linux/Unix, Unity, Realm DB.

Source control (Git, CVS, SVN, Mercurial), unit testing and TDD, SOAP, REST, integrating payment solutions, integrating advert SDKs, Amazon Web Services, universal applications and hybrid applications.

References

Available on request.