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About Me

I'm a senior Android and iOS developer with 12+ years of experience in native app development. I've launched successful apps on both platforms, receiving high downloads and positive reviews. Especially passionate about iOS, I excel in cross-functional teams and have taken both leadership and mentoring roles throughout my career. I'm looking for a position which challenges me in new and exciting ways.

Key Achievements

PeakFrameworks — 3Squared

- Drove modularisation efforts across projects, finding common patterns and features across 3Squared's suite and extracting these into shared libraries, using CocoaPods.
- Laid out a template for others to follow and encouraged other members of the team to extract common functionality.
- Oversaw and managed the creation of 7 distinct frameworks which provided the backbone of the 3Squared's RailSmart suite of iOS apps, each thoroughly unit and UI automation tested.
- Enabled faster development on the individual apps and increased confidence in code quality.

Testing Strategy — Tutorful

- Introduced a culture of testing to the iOS app team, by laying out new architectural guidance that allowed easier and less-flaky testing.
- Improved developer experience by removing as many obstacles as possible to writing tests.
- Leveraged frameworks for dependency injection and clearer separation of layers, allowing functionality to be mocked/faked in tests without a cumbersome mocking framework.
- In addition to Unit Tests, introduced the concept of snapshot tests at the "page" level. This meant accidentally design changes were eliminated and greatly increased the visibility of changes to the team during pull requests.
- Led to a 5x increase in the number of tests in the iOS app.

New Tutor Onboarding — Tutorful

- Worked in a 5-person squad focusing on the problem of onboarding newly signed-up tutors to the platform.
- Replaced an outdated web flow with a modern, app-first "wizard" based flow, across iOS and Android, using the latest app technologies and frameworks.
- Planned and developed the architecture of the "wizard", with a focus on keeping each step encapsulated and able to be reused in other contexts within the application.
- Created and maintained documentation allowing other squads to contribute additional steps to the flow, finding a balance between consistency and flexibility.
- Resulted in faster time between signup and profile complete, with higher quality applications and over 3x tutors set live year-over-year.

Continuous Integration & Deployment — 3Squared

- Created a process to manage the testing and deployment of 10+ apps.
- Wrote custom build steps to automate versioning.
- Handled release to the App Store as well as Enterprise Deployments.
- Greatly reduced the friction of creating new releases and cut down on the time spent managing the process in the team.

Employment & Experience

Software Developer, Tutorful — Jan 2022 – Dec 2023

Worked as part of a cross-functional squad, I developed new features for both the iOS and Android applications, including Tutorful Classes and a huge overhaul of New Tutor Onboarding. I helped to modernise and improve the apps and contributed to a visual and architectural overhaul powered by SwiftUI and Jetpack Compose. Led a transition to Xcode Cloud for CI. Introduced architectural patterns to the iOS app allowing for easier unit testing, as well as UI snapshot testing on both platforms. Began the process of modularising the iOS app, using Swift Packages.

Lead Software Engineer, 3Squared — 2021–2022

Senior Software Engineer, 3Squared — 2013–2021

Software Engineer, 3Squared — 2012–2013

As a Lead Engineer I worked closely with the client services and design teams in an agile way to create over 20 applications for both iOS and Android. I drove improvements to both existing and greenfield apps through a consistent shared architecture and a standardised CI pipeline, and by pushing for our full transition from Objective-C & Java to Swift & Kotlin. I also spearheaded the development of 3Squared's suite of open-source iOS libraries upon which all of 3Squared's iOS apps now rely.

Pretext (iOS), Solo Developer — 2019

Pretext is a universal iPhone and iPad app for creating and editing text documents, with special support for syntax. A free-with-IAP app, it currently has over 49 thousand downloads and a strong review average.

Pinner for Pinboard (iOS), Solo Developer — 2012–2018

Pinner for Pinboard (Android), Solo Developer — 2015

Pinner is a universal iPhone and iPad app for viewing, adding, editing and browsing bookmarks retrieved through the Pinboard.in service. A paid app, it currently it has over 17 thousand downloads and a strong review average.

Education

The University of Sheffield – Software Engineering, MEng, First Class Honours

Skills

Languages

Experienced with Swift, Kotlin, Java, and Objective-C. Familiar with Ruby, thanks to my work with Fastlane, as well as dabbling with Python and Bash.

Libraries & Frameworks

iOS — SwiftUI, UIKit, Core Data, MLKit, Alamofire.

Android — Jetpack Compose, XML Layouts, Retrofit, Moshi, Realm.

Line Management

Responsible for a team of 5, with monthly one-to-one meetings with each team member, as well as regular team check-ins. Provided mentorship to students/junior developers during university placements, and also to seasoned web developers who were moving to mobile development for the first time.

Awards

Silicon Valley comes to the UK (SVc2UK) winner — 2012

My team and I won the inaugural "Silicon Valley comes to the UK" competition by developing SafeTrip, a mobile app that utilised UK government crime data and the Google Maps API to provide safer walking directions. Our success granted us a meeting with UK Prime Minister David Cameron at No. 10 Downing Street.