

# Bruce Rick

Ottawa, Canada

Email: [brucericktgs@gmail.com](mailto:brucericktgs@gmail.com)

Website: <https://brucerick.github.io/me/>

## Experience

**Lixar I.T. | Senior iOS Developer**  
2020-2022

- Worked on iOS apps and web services for **Allegiant Airlines**, **REALTOR.ca**, **CBSA** division of government of Canada.
- **Allegiant**. Consumer app available on iOS app store. Customers could review flight details, check into flights and receive boarding passes, view account details or purchase flights and other vacation services.
- **REALTOR.ca Listing Stats**. App intended for real estate agents. Agents could log in and get listings available within their real estate board. Could view data not available to public, send messages to other realtors and view stats on a particular listing.
- **ELVIS** Ecommerce Low Value Inspection System. Internal app for CBSA, Canadian Border Services Agency that let agents use an iPhone or web application to review and scan incoming packages, communicate details and perform examinations.
- Was involved in the entire development cycle of existing and new apps. Planning, estimating, developing, testing, releasing and bug fixing.
- Was involved at a high level in all levels of app development. Backend, continuous integration, app submission for release and quality assurance.
- Collaborated and presented features to clients and entire development team.
- Had business trips to client offices to estimate or get feedback on new features.
- Gave feedback and developed a consistent architecture to maintain project requirements and testability with other iOS developers.
- Solved complex problems by developing, testing, implementing and explaining solutions based on client and user feedback.

**Lixar I.T. | Intermediate iOS Developer**  
2015-2020

- Worked on iOS apps for **Allegiant Airlines**, **AirEuropa**, **Delphi Automotive**.
- **Delphi Connect**. No longer available on app store. App that receives data and send commands to a device plugged into OBD port of vehicle.
- **InFlight**. In house iPad app intended for flight attendants to sell goods and services during travel.
- **Flydesk**. In house iPad app intended for pilots to review manuals and training electronically.

- **Allegiant.** Consumer app available on iOS app store. Customers could review flight details, check into flights and receive boarding passes, view account details or purchase flights and other vacation services.
- **AirEuropa.** In house iPad app for flight attendants to review documents, check lists, passenger manifest and sell goods during flight.
- Was involved with estimating, planning, releasing and bug fixing existing and new apps.
- Contributed to and maintained pipelines for continuous delivery of apps for releases and testing by quality assurance.
- Demonstrated new features to clients and gathered feedback during bi-weekly meetings.
- Maintained and contributed to many different architectures and coding styles.

**Lixar I.T.** | Junior iOS Developer  
2013-2015

- Worked on iOS apps for **Delphi Automotive** and **Allegiant Airlines**.
- **Delphi Connect.** No longer available on app store. App that receive data and send commands to a device plugged into OBD port of vehicle.
- **InFlight.** In house app intended for flight attendants to sell goods and services during travel.
- Participated in the maintenance and development of new features on existing apps.
- Solved issues by understanding and communicating with the development team.
- Maintained the ability for an app to be localized and translated.
- Worked with DevOps to contribute and maintain code base repository.

**iPlay** | Head Camp Counselor  
2012

- In charge of 10-15 children of various ages for the duration of the workday.
- Managed providing education in software, outdoor activities and general team building and social skill tasks in various computer games.
- Communicated with camp owner about parent concerns, child issues and maintenance of camp infrastructure.
- Had to communicate, understand and act on advice and feedback from parents about issues with child or disabilities.

**Scotiabank** | Teller  
2009-2012

- Provided account services for customer financial products.
- Processed cheque and cash deposits from personal and business clients.
- Provided customer service for client questions and concerns.
- Scheduled meetings or communicated requests from customers to financial advisors.

- Processed automated banking machine deposits and maintenance. Removed and counted cash and cheque deposits and organized for shipment out of branch.
- Maintained cash vault. Counted, secured and organized cash on hand for distribution or shipment out of the branch. Rotated safe combinations and updated or filled all service items in the vault.

**Canadian Tire | Cashier**  
2007-2009

- Processed payment for store goods on checkout.
- Processed payment for automotive services. Enter labor and part cost properly based on invoice and took payment.
- Duplicated/cut keys.
- Processed returns at the Customer Service desk and take customer complaints and feedback.
- Printed and organized signage for distribution to each department before and after sales took effect.

**Education**

**Algonquin College | Ontario College Advanced Diploma | Game Development**  
2010-2013

- Instructed in all aspects of game development.
- Learned to program in many different programming languages for general game logic and 3D/2D rendering.
- Used various frameworks, IDEs and game engines to create 2D and 3D games on PC/Xbox/iPhone platforms.
- Learned to create 3D art with modelling software tools.
- Learned to create 2D art with photo editing and vector software.
- Learned about game design theory and principles.
- Was given English and mathematical education as it pertains to game development.
- Had general electives outside of the scope of game development which included ethics and community service.

**Algonquin College | Ontario College Diploma | General Arts and Science**  
2009

- Instructed in various general education.
- Classes in English, math, science, photography and general hardware.
- Learned to compose pictures with digital cameras and use photoshop to edit them.
- Learned to solder hardware and electronic hardware.

- Had lessons in mathematics involving trigonometry and algebra.
- Had lessons in physics.

## Skills

Visit the project section of my website, <https://brucerick.github.io/me/about>, to get details on where each skill was used.

- 9 years of professional experience working with **Objective-C** and **Swift**.
- Moderate professional experience with **Java**, **JavaScript**, **HTML**, **CSS** and **Python**.
- Moderate educational and personal experience with **C++**, **C#**, **C** and **HLSL/GLSL** shader languages.
- 9 years of professional experience with **Cocoa** API which includes **Foundation Kit**, **Application Kit** and **Core Data**.
- 9 years of professional experience with **Interface Builder** which includes **XIBs**, **Storyboards**, **Auto Layout** and **Constraints**.
- **SwiftUI** (absolutely love it) and **Combine** since its release in both a professional and personal setting.
- Communicating with clients through business trips, virtual calls and software management tools to get demo, feedback and solve problems with features, bugs or estimates.
- **Agile** environment working in 2-week release cycles with demo/review, retrospective and planning meetings at the end of each cycle.
- Submitting apps for approval via **Apple App Store Connect** and **managing certificates and provisioning profiles**.
- Using QA distribution software to test apps such as **HockeyApp** and **Microsoft App Center**.
- Using **FastLane** to produce scripts to build and test the app, build a release file and submit to app store, take screenshots for app store page, update localization, update provisioning profiles, update software tags on git and project management software and notify slack or company chat channel.
- **CocoaPods** and **Swift Package Manager** to manage dependencies on iOS.
- Unit and UI testing through Apples **XCTests** and using testing framework such as **Nimble**.
- **Xcode** and **Visual Studio Code**.
- Moderate experience with **Visual Studio**, **Android Studio** and **IntelliJ**.
- **Git**, **Git Flow**, **Git release strategies**, **Git management through the command line**, **Git GUIs** such as **SourceTree**, **GitKraken** and **GitHub**.
- Consuming **REST APIs** through standard apple networking frameworks and **Codable** protocol or through libraries such as **RESTKit**.
- Consuming **GraphQL** APIs through the **Apollo** library.
- Database management on iOS through **CoreData** and **Realm** libraries.

- Software management tools **JIRA**, **Azure Boards**, **Amazon Web Services**, **GitHub** and **GitLab** to manage tickets for features and bugs, report time, provide estimates, manage project tags and milestones.
- Git hosting services **GitHub**, **GitLab**, **BitBucket**, **Azure Repos** and **Amazon Web Services**.
- Continuous Delivery Systems **Bamboo**, **TeamCity**, **Azure Pipelines** and **Amazon Web Services Code Pipeline**.
- Reactive programming concepts with **Combine** and **ReactiveCocoa** libraries.
- **Localization** using manual input through Apple standard systems and automated systems using python scripts to generate tokens and create localization files as well as automatically export to and import from translator Excel files.
- Frameworks such as **React Native**, **React** and **Angular**.
- Moderate educational experience with game development rendering with **OpenGL** and **GLSL/HLSL** shader files.
- Educational and personal experience creating video games for console and pc using **Unity**, Microsoft **XNA** and **Unreal Engine**.
- Graphic editing software **Adobe Photoshop**, **Adobe Illustrator** and **GIMP**.
- **AutoDesk 3ds Max** to create 3D models, texture and animate them.