Brian Hackett

iOS application and framework developer / devops and tools developer

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Qualifications
PgDip Games Technology
BEng Hons. (2:2) Computer and Electronic Systems
5 SCE Highers (AABBB), 7 SCE Standard Grades

I have a passion for programming, which means I am always willing to learn new things. My main focus has been on iOS applications, frameworks, tools and devops (with some additional experience in web apps and mobile games). My mix of specialisations gives me a unique view on design aspects and my reliability and punctuality ensure I will get the job done on time. I also have a talent that allows me to quickly understand and debug existing systems.

I have worked on many projects as a freelancer and I have worked in teams from as few as 2 people to as many as 15. Some of that time was as a Lead Developer, which allowed me to develop my delegation, mentoring and leadership skills.

Skills

My main area of focus has been iOS applications and frameworks, tooling, continuous integration and delivery, with some experience in data and image processing and manipulation.

	Languages	Technologies
Advanced	Objective-C, Swift, Groovy / Java	iOS Frameworks, Jenkins, JSON, XML, Restful APIs
Medium	Python, SQL, Ruby, JavaScript	HTML, CSS, NodeJS, Cocoa Pods, Homebrew, Maven
Basic	Angular, C, C++, PHP	Gradle, yarn

Experience

J.P. Morgan - iOS Developer, Senior iOS Developer, Tech Lead & Line Manager *(May 2017 - Present)*

iOS Developer: Main duties included bug fixes, maintenance and feature implementations for two iOS applications. Including development of features that require communication with web services, increasing unit test coverage, build automation and utility scripts.

Senior iOS Developer: Development and maintenance of frameworks used firm wide (including authentication and security). Providing support (including one on one sessions) for consuming developers. Building and maintaining tooling and CI/CD to support developers (facilitating adoption of firm wide standards).

Tech Lead & Line Manager: Leading the frameworks team in designing and developing new features, liaising with internal teams to discuss their needs, ensuring the team is working efficiently and effectively.

City Facilities Management - iOS Developer *(June 2016 - May 2017)*

Development and maintenance of existing iOS applications. Including taking ownership of two existing applications and bringing them up to date with new, internal frameworks and generally improving the UI and UX of both applications. Other responsibilities included developing a statistics web service

(displaying existing logging information in a user friendly way), helping identify trends and potential areas of improvement for the syncing service between the apps and the main web services.

Envoy International Ltd. - Lead Developer / Contractor (*September 2014 - April 2016*)

Lead Developer of a small team, creating web based applications for the IP rights renewal service industry. Utilising PHP, PEAR, CPAN, HTML, JavaScript, AngularJS, Composer, Restful APIs and MySQL (with some minor use of Perl and Python).

Claymore Games - Games Developer / Designer (*January 2014 - February 2016*)

- *NeoArcade* (Universal iOS, tvOS) (www.neoarcade.co.uk)
    Utilising Game Center, ReplayKit, OpenGLES, Box2D physics engine, Objective-C custom engine. Android version is currently in development.
- *NeoControl* (iPhone)
    Companion app for NeoArcade. Uses local WiFi to connect and transfer data between your phone and a device running NeoArcade.

Ludometrics Ltd. - Contract Programmer (September *2013 - May 2014*)

- *Bodycheck* (PSVita) (LUA, C#, C++) (www.ludometrics.com/game/bodycheck/)
    Co-programmer on a speedball inspired 3D game. Majority of my work was centred on the first pass of the A.I., as well as the UI and leaderboard system.
- *Bips!* (Facebook game) (AS3, Starling) (www.ludometrics.com/game/bips/)
    Co-programmer, with main tasks involving tools and UI development. Using ActionScript 3 with Starling and Player.IO (now Games Platform Company).

Freelancer - Web Application Developer (*February 2012 - June 2012*)

- Pilots Direct (Drupal CMS)

Claymore Games - Games Developer / Designer (*January 2011 - December 2013*)

- *Chock A Block* (Universal iOS) (www.claymoregames.co.uk/cab)
    Game Center, iCloud saves, Objective-C custom engine, JSON for saving replays. Also includes a MySQL and PHP backend for game accounts (create, delete, friends, invites) and challenges.
- *Internal Motivational Game for Aviva* (through Dinnis Design) (Web / Flash, AS3, Starling)
- *Plum Crazy* (Universal iOS) (www.claymoregames.co.uk/plumcrazy)

Aarkid Ltd. - Lead / Technical Programmer / Web Developer (*August 2007 - September 2010*)

- *3D-Standards* (GWT, PHP, MySQL, Hibernate, Java)
    Design and development of a 3D web application to help sellers of display stands visualise their layouts and show their customers how they will look before purchasing.
- *Stanley Vidmar* (PHP, HTML, CSS, Java)
    Design and development of a web based, 3D visualisation and configuration tool for Stanley Vidmar's range of tool cabinets and workbenches.

Picsel Technologies - Software Engineer (*June 2006 - August 2007*)

- *Pricerunner* (J2ME) Mobile version of popular price comparison website
    Development of a protocol for downloading large quantities of images and text and displaying them in a usable, easy to navigate format.