

Daniel Haight

daniel@haight.io | linkedin.com/in/daniel1of1/ | github.com/daniel1of1

Hello 🙌. Thank you for taking the time to read this today 😊

I'm an iOS developer, with 8 years of experience. This includes: writing apps from scratch, creating SDKs and developer tools, hiring other developers, leading remote teams and being the sole developer on a project. I also organise and speak at community events; I'm most known for starting up [NSLondon](#), curating speakers for early years of [AltConf](#) and I've given talks at [360iDev](#), [NSSpain](#) and [trySwift! \(Tokyo\)](#) among others.

Work experience

Senior iOS Developer | Babylon Health (2019 - present)

- Working in the "Monitor" Squad that helps people manage their chronic conditions and general health and well being.
- **Highlight:** The codebase is fully built around FRP (functional reactive programming) paradigms using the `ReactiveSwift` Library. I am also heavily involved in the effort to make the app more accessible, implementing a lot of accessibility functionality on top of our custom declarative UI framework and giving some internal talks for developers.

Technical Interviewer | TripleByte (2017 - present)

- Responsible for evaluating candidates technical interviewing skills.
- **Highlight:** Interviewed and provided feedback for over 150 technical candidates.

iOS Developer | HSBC (2018)

- Built a stand alone framework that multiple consumer apps used to interact with their bank statements.
- **Highlight:** Helped define infrastructure that allowed groups of developers to work entirely independently on features, even full UI flows, that could be configured for any kind of deployment environment a consumer wanted.

iOS Developer | TAB - The App Business (2018)

- Part of a team of 4 working on a consumer app for a credit card company.
- **Highlight:** This was a very short contract (~10 days) so I was expected to be productive immediately, within the two weeks we had set up a basic auth flow and infrastructure to deploy 17 different app bundles that shared a common codebase.

iOS Developer | Wrisk (2017)

- Came on for two specific projects: to implement a feature toggling system throughout the main consumer app, and an R&D project exploring the anything new features we could adopt from the then recently announced iOS 11 SDK.
- **Highlight:** built a proof of concept object tracking + detection app to catalog belongings that you might want to insure.

Mobile Lead | 2PAx (2016 - 2017)

- Responsible for the development consumer iOS app for restaurant bookings.
- **Highlight:** Highly custom UI, so created an app specifically to test different UI configurations which imported a shared SDK.

CEO / Lead Developer | Many Things Consultancy (2010 - 2016)

- Started and maintained a successful iOS consultancy company. Over the years I have employed and supervised 8 people and 7 projects, which resulted in shipping 3 SDKs, 5 iOS apps (one reaching top App Store app on release), and 1 macOS app.
- **Highlight:** clients include giffgaff, Univirtura, Axonix, Telefonica, Novoda/Oddschecker, and FanVox.

Senior iOS Developer | Novoda (2015 - 2016)

- Came in with my colleague as the first iOS developers at a well established Android agency. Laid the groundwork for most decisions regarding technical best practises in iOS development still in use today.
- **Highlight:** Setting up the CI infrastructure to run tests and deploy. nightly builds internally and bi-weekly builds externally to clients.

Mobile Lead | giffgaff (2012 - 2015)

- Started off as giffgaff's first iOS developer in 2012, and quickly grew the mobile team to five, shipping both on iOS and Android platform.
- **Highlight:** Got the app to number one in the UK App Store.