

Summary

Innovative and passionate iOS Developer with over 4 years of experience designing and launching high-quality, user-focused apps. Proficient in Swift, with a strong background in accessibility and user experience design. Seeking to contribute my skills to a dynamic team, delivering impactful solutions that enhance user engagement and accessibility.

Experience

Rochester Institute of Technology iOS Developer

May 2024 – Present

- Developing a healthcare iOS App for the Deaf and hard of hear community, focusing on accessibility
- Implementing core features with Swift and the SwiftUI framework, enhancing code future proofing and scalability
- Actively integrating user feedback, focusing on accessibility, and optimizing performance for an exciting experience
- Authored documentation and facilitation team knowledge sharing enhancing communication and workflow

Crestec USA iOS Developer

November 2023 – February 2024

- Played a key role in developing an iOS application for elderly assistance, prioritizing accessibility and utilizing Swift with Apple's frameworks.
- Implemented core features using UIKit and the MVC design pattern.
- Collaborated on UI/UX design to craft a visually appealing and engaging user experience.
- Incorporated user feedback to enhance both the functionality and overall performance of the iOS application.
- Actively participated in stand-up meetings and code reviews, maintaining project alignment and quality standards while contributing to documentation and promoting team knowledge sharing.
- Seamlessly integrated external APIs with a focus on security

Maintained Projects

MarkMate

June. 2021 – Present

- Designed and developed MarkMate, an iOS watermark application allowing users to effortlessly add watermarks and overlays to their images.
- Integrated Google Ads for monetization.
- TableViews for managing watermarked images, utilized WebViews for in-app help and support, and integrated SCLAlertView for user-friendly alerts
- Technologies Used: Swift, Xcode, UIKit, Google-Ads, FirebaseAuth, Firebase Storage, Core Data, Core Animation, SwiftUI

Panacea: PTCB Prep

November 2021 – Present

- Collaboratively created, designed, and published Panacea: PTCB Prep for a local pharmacy and later pharmacy technicians at large. An iOS app offering a comprehensive study guide for the Pharmacy Technician Certification Board (PTCB) exam.
- Contributed to the career growth of 50% of our workforce by offering a tailored study program
- Technologies Used: Swift, Xcode, UIKit, Google Firebase, AVFoundation, User Defaults, Core Animation, Google Ads on.

Skills

- Swift & iOS SDK: Expert in developing robust iOS applications.
- Data Persistence: Proficient in Core Data, User Defaults, and other storage solutions.
- Agile Development: Experience with Scrum and Agile methodologies.
- Version Control: Skilled in Git/GitHub/GitLab.
- Design Patterns: Proficient in MVC, MVVM, and other architectural patterns.
- Networking: Strong background in integrating RESTful APIs.
- Collaborative Communication: Effective in cross-functional team environments.
- CocoaPods & Swift Package Manager: Experience in managing project
- UI/UX Design: Adept at creating intuitive and responsive user interfaces using UIKit and SwiftUI.
- App Store Submission: Familiar with the app submission process, including code signing, and app review guidelines.