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## 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.

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## Experience

### Rochester Institute of Technology iOS Developer

**May 2024 – Present**

- Developing a healthcare iOS App for the Deaf and hard of hearing 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

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## Maintained Projects

### MarkMate

**June. 2020 – 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 2019 – 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

### PickIT: Pharmacy Inventory Manager

**November 2019 – 2022**

- Collaboratively developed and launched with a local pharmacy. an iOS app that streamlines medical inventory management for pharmacies by enabling barcode scanning of supplies and seamless export of inventory lists to spreadsheets.

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## 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.