

# Zack Howard

MOBILE APPSDEVELOPER

## OBJECTIVES

Enhance People's life through the use of mobile technologies, delivering value added services, opening new ways of businesses and a better quality of life.

## EDUCATION

University of California Irvine,  
Mobile Application Development Certificate

Technological Institute of Villahermosa,  
Bachelor Degree in Information Technology

## SKILLS

- 7+ years of experience in the field of software analysis, design, development and testing of Cocoa Touch for iOS and Web based business applications.
- Mobile Developer with over 5+ years of iOS development in native Objective C starting with SDK version 3 with Interface Builder to iOS SDK 7.
- Involved in the whole process from idea in paper and design, to deployment using continuous integration and agile methodologies.
- Complete implementation of CMS based applications for CRUD operations.
- Extensive experience developing Web applications with Java, JSF, HTML, Javascript (jQuery), CSS3
- Experience working with repositories in GIT, Mercurial and SVN.
- Knowledge in core concepts like, Object Oriented Programming (OOP) Memory Management, Persistent Data and Data Structures and Design patterns.
- Experience working with Third party libraries (TBXML, SBJSON, TOUCHJSON, TWILLIO SDK, Share Kit, ASIHTTPRequest, AFNetworking, RestKit) and non third party iPhone SDK Frameworks in Cocoa Touch.

- Solid understanding working and design of REST APIs in the server side, building Webservices for app Consumption, in PHP using Zend Framework, in XML and JSON format.
- Experience and skills working with databases like MySQL and SQLite, making use of ORM, and DBAL tools for fast manipulation of data.
- Worked with HTML5, with Phonegap, using Media Queries in CSS3, jQuery Mobile and AJAX.
- Assisted in implementing the use of the AGILE methodologies for application development (Scrum and Kanban). Understanding of core.

Languages	Objective C, C, C++, Java, Python, PHP, Javascript, Coffescript, C#, Ruby, Python.
SO's	Mac OSX, Windows, iOS, Android, Linux.
Mobile Platforms	iOS, Android, HTML5, Blackberry.  XML, XSL, XSLT, EJB 2.0/3.0, Struts 1.x/2.x, Spring 2.5, Hibernate 3.2, Ajax.  .
Backend Technologies	HTML5, CSS3 Apache, LAMP, Zend Server, MAMP, NodeJS, AJAX, Rails, Heroku, Parse, Kinvey, Rackspace.
Databases	MySQL, SQL Server, Mongo DB, SQL Lite, ORM Doctrine.
IDE's	Xcode, TextWrangler, VIM, Emacs, Terminal, Eclipse, Netbeans, SublimeText2.

Tools	UML, MySQLWorkbench, SQLite Management app, Basecamp, Freedcamp, Pivotal Tracker, Github, Filezilla, Transmit, TestFlight; iPhone 5, MacBook Pro.
APIS	Twilio, Facebook, Twitter, iMag, Mashery, Mashape, others self-Made.
FRAMEWORKS	Cocoa Layer, Core Services, Cocoa Touch API's, UIKit, Codeigniter, Zend Framework, JQuery, JQuery Touch, JQueryMobile, JQuery UI, Backbone, Phonegap, Ext JS, Sencha Touch, Map Kit, Core Location, Game Kit.

## ACHIEVEMENTS

Implementing the use of good code practices during my projects, following good design patterns and aligning the team to use coding convention, enhancing readability and scalability.

Integrating the use of continuous integration for build automation using Hudson CI technology, and distribute directly from there, for testing and quality assurance validation.

Enforcing the use of unit testing for iOS using Xcode built in test tools, included test automation with build automation, in order to run all testing before deploy.

I've been learning all lifecycle process of Mobile Development, by having lots of learning experiences by working with small and large teams at the same time.

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## APPS IN STORES

Gasofa App – Gas prices calculator for Mexico.

Nahuatl App – Spanish, Nahuatl translator and phrases.

Flyio App – Flyer creator for iPad with sharing capabilities.

Gasofa App Android – Gas prices calculator for Mexico.

Code Tools Android – key shortcuts reference app for Xcode 4.

2001 Meeks Road    Robersonville, NC 27871    252-702-0853    zack.howard@yandex.com

Pomodoria App – To-do list with the pomodoro technique.

Tlamecanilli Hangman – Hang man game using Nahuatl words.

Fery App – Instagram like app for sharing deals and offers around.

Insurrectos Game – Strategy game tap and attack app.

SIMO App – Earthquakes around the world, monitoring app.

Impuestos App – Taxes calculator for individuals with small businesses.

State Farm Pocket Agent

USAA Member Apps

DiarioPresente for Blackberry

Govisitor Kiosk for iPad

## WORK EXPERIENCE:

04/12 – Present    Client: USAA  
Location: San Antonio, TX  
Title: Lead iOS Developer and Integrator

### Project: USAA Member Apps

Environment: Objective C, iOS 6, iOS 7, HTML, CSS, Javascript

### Description:

The United Services Automobile Association (USAA) is a Texas-based Fortune 500 diversified financial services group of companies including a Texas Department of Insurance regulated reciprocal inter-insurance exchange and subsidiaries offering banking, investing, and insurance to people and families

that serve, or served, in the United States military. At the end of 2012, there were 9.4 million members.

Project: Developing member apps, coding and designing new features, maintaining existing legacy code, and extending existing capabilities.

Roles and Responsibilities:

- Implementing models and views for new features.
- Coordinating business requirements with offshore developers
- Automated Testing Programming.
- Coding services for REST API consumption.
- Native-Web communication using JSBridge to send messages between Cocoa touch and Javascript
- Combine the common web stack (JSP, HTML, Javascript & CSS) with native frameworks (Cocoa Touch) in a seamless manner to provide a familiar UX
- Unit testing implementation.
- Extending existing capabilities.
- Maintaining legacy code.

01/12 – 04/12

Client:State Farm Insurance

Location: Bloomington, IL

Title: Lead iOS Developer, Integrator and Tester

Project: State Farm Pocket Agent Next

Environment: Objective C, iOS 5

Description: State Farm Insurance group of insurance and financial services companies in the United States also the world's largest mutual "P&C" (property&casualty insurance) firm. Pocket Agent gives mobile access to State Farm insurance and financial information, and allows customers to manage their policies and accounts anytime, anywhere.

Roles and Responsibilities:

- Testing using GHUnit and OMock for Unit Testing implementation
- Automated Testing Programming
- Implementation of NSCodering and NSCopying in Application Objects

03/11 – 12/11     Client: Grades Unlimited  
Location: Farmington Hills, MI  
Title: Lead iOS iPhone Lead Developer

Project: Mobile Tutoring App

Environment: Objective C, X Code 4.0, iPhone SDK 4.0, Interface Builder, JSON, Javascript, HTML and CSS.

Description: Grades Unlimited offers online tutoring to high school and college students.

Project: The Mobile Tutoring App is designed to allow the user to do on-line training using an iPhone or iPad device.

Roles and Responsibilities:

- Interacted with client to understand/determine product requirements.
- Analysis and design of requirements asked for the client.
- Involved in building the core technical platform for the product.
- Worked to extend the core UI features over the iPhone/iPad.
- Developed all the core modules. These were all hybrid modules, i.e., UIView loading Web content (HTML, CSS & Javascript).
- Designed user interface along with the client and coding.
- Accessed data through web services.
- Integrated the modules and web services.

12/10 – 03/11     Client: BYCO Technologies  
Location: Miami, FL  
Title: iOS iPad Lead Developer

Project: Govisitor

Environment: Objective C, Xcode4, iOS 4, JQuery, HTML, Javascript, Twilio SDK, Third party libraries, GIT.

Description: Byco is a company with offices in Miami Florida offering solutions in security.

Project: The Govisitor Application designed for controlling visitors in large facilities with small groups of people (cluster like), with web application administrator and iPad client, door control access integrated and driver license card reader for preapproved visits.

Roles and Responsibilities:

- In charge of hardware integration in iPad client using card reader SDK's (IDTech).
- Migration of the app to native code in Objective-C.
- Integration of Webservices (JSON) reader API for interaction with web administrator, door and camera.
- In charge of integration with Camera and Two voice communication using Twilio SDK.
- Integration of Webservices (JSON) reader API for interaction with desktop administrator, door and camera.

07/10 – 12/10      Client: Tabasco Hoy  
                         Location: Mexico  
                         Title: Mobile Developer

Project: Subscription - Delivery Control System

Environment: PHP, Zend Framework, JQuery UI, Javascript, Google Maps API, SVN, ExtJS.

Description: Tabasco Hoy is the biggest media company in the south of Mexico.

Project: Web application for control of subscriptions by client with distribution management system. Used Google maps API tracing delivery routes and numbers of copies to be delivered.

Roles and Responsibilities:

- Collaboration in the integration with ExtJS.
- Wireframe and design of the user interface.

05/10 – 07/10      Client: Presente Multimedia Group  
                         Location: Mexico  
                         Title: Mobile Lead Developer

Project: DiarioPresente for Blackberry Devices

Environment: Java, Blackberry Eclipse Plugin 4.5.0, Blackberry SDK.

Description: DiarioPresente it's a publishing and media company in the south of Mexico.

Project: Application for reading the latest news for a local newspaper, it contained the latest news divided in sections, with detailed and imaged gallery. The newspaper site developer in XML, with web services, provided the backend structure the app was fed, in a parsing process to receive data and sent it to screens.

Roles and Responsibilities:

- In Charge of off –shore developer.
- Coordinator in app development process.
- In charge of the Blackberry Vendor and Developer account, responsible of all upload process.
- Code analysis for the application and testing process.

04/10 – 05/10      Client: Presente Multimedia Group  
Location: Mexico  
Title: iOS iPhone Lead Developer

Project: iPadWebApp Version

Environment: HTML, CSS, JavaScript, Phonegap, iPhone SDK 3, JQuery, Bit bucket (Mercurial).

Description: DiarioPresente it's a publishing and media company in the south of Mexico.

Project: Developed mobile web application for a newspaper company. In Charge for new renovated version with UI enhancement and adding navigation capabilities. Used Webservices in XML and Crossdomain tweaks for mobile web version accessible by mobile browsers.

Roles and Responsibilities:

- Designed new app interface in HTML and CSS.
- Integration with Phonegap for app uploads to the app store.
- Coded the app in Javascript using JQuery Mobile and CSS frameworks.
- Set up a crossdomain reader for mobile browser access.

03/10 – 04/10      Client: CITI  
Location: Mexico  
Title: iPhone Developer

Project: Mobile Applications Mockups

Environment: Objective C, iPhone SDK 3, Interface Builder, Javascript, JQuery Mobile CSS.

Description: CITI Tabasco it's a cluster in IT located in the south of Mexico,

Project: Project for Design and development of several applications for app challenge.

Roles and Responsibilities:



- Consultant in mobile technologies and user interfaces.
- Developer and Webservices builder for apps.
- Coordinator in app development teams designers and developers.

02/10 – 03/10      Client: Wentevents  
Location: Mexico  
Title: Mobile Lead Developer

**Project: Event Sharing Social network**

Environment: Android SDK, Java

Description: Wentevents it's a startup for a new event sharing social platform, this Application for sharing events using social network APIS.

**Roles and Responsibilities:**

- Implementing mobile interfaces for Android devices
- Consuming Webservices
- Design and development of app

12/09 – 02/10      Client: One Pro Applied Engineering  
Location: Mexico  
Title: iOS iPhone Lead Developer

**Project: PRO Petroleum iPad**

Environment: Objective C, iPhone SDK 3, Interface Builder, XML, Third Party APIS.

Description: One pro, company with presence in the south of Mexico working projects for PEMEX oil and gas research.

Project: Application for data analysis and management in real time for oil fields with PLC devices integrated and XML, JSON, CVS or excel documents as source, system control through web administrator and iPad client for data acquisition and calculations of specific processes like production predictions.

**Roles and Responsibilities:**

- In charge of requirements acquisition with client and Oil Engineers.
- Database and API design.
- Wireframe and design of iPad Client and Web Administrator user interfaces.
- Design of UML processes.

02/09 – 03/09      Client: Presente Multimedia Group  
Location: Mexico

Title: iOS iPhone Lead Developer

Project: DiarioPresente Migration to iPad Version

Environment: Objective C, iPhone SDK 3, Interface Builder, XML, Third Party APIS.

Description: DiarioPresente it's a publishing and media company in the south of Mexico

Project: Application for reading the latest news for a local newspaper in the region, containing the latest notes divided in sections, with details, social sharing and image gallery, the backend structure was provided by the newspaper site developer in XML. Thru web services, the app was fed, in a parsing process where it received data and sent it to the screens.

Roles and Responsibilities:

- In Charge of iPad migration.

08/05 – 02/09      Client: Presente Multimedia Group  
Location: Mexico  
Title: iOS iPhone Lead Developer

Project: DiarioPresente iPhone Version

Environment: Objective C, iPhone SDK 3, Interface Builder, XML, Third Party APIS.

Description: DiarioPresente publishing and Media Company in the south of Mexico.

Project: Application for reading the latest news for local newspaper in the region, it contains the latest news divided in sections, with details, social sharing and image gallery, the backend structure was provided by the newspaper site developer in XML. Thru web services, the app was fed in a parsing process where received data and sent to the screens.

Roles and Responsibilities:

- Benchmarked with other newspaper applications.
- Design and mockups in Keynote for presentations.
- Direct Contact with the developer gathering specific requirements for app.
- Integration of XML parser and Social Sharing plugin Twitter Facebook and Email.
- Managed team members (graphic designer and Tester).
- In charge of the enterprise developer account, in charge of upload process.

08/04 – 08/05      Client: Industrial Group of Tabasco GITSA

Location: Mexico

Title: Lead Web Developer

Project: Invoice System and Inventory System

Environment: PHP, MySQL, Javascript, AJAX, JSON, XML.

Description: GITSA, company working for oil industry in the south of Mexico.

Project: Web application for deliver invoices to clients and record all transactions for required materials according to Oil field requirements.

Roles and Responsibilities:

- Involved in complete web development implementation.
- Analysis and UML diagrams for operations in the server side.
- Data modeling and ER diagrams, using tools for SQL coding.
- Complete UI styling using CSS.
- Implementation of PHP for CMS operations in the server side.
- Javascript coding for validation in data entries.
- Develop complete custom API for data access in AJAX environments.

07/04 – 08/04

Business Lessons Editorial

Location: Mexico

Title: Lead Web Developer

Project: CRM for Customers Control

Environment: PHP, MySQL, Javascript, AJAX, JSON, XML.

Description: Ed. Lecciones de Negocios, publishing company located in the south of Mexico, specialized in business books.

Project: Web application for tracking customer satisfaction records, adding records and builds reports for a personalized customer service.

Roles and Responsibilities:

- Involved in complete web development implementation in PHP.
- Javascript implementation for animation in widgets.
- Analysis and UML diagrams for CRUD operations.
- Data modeling and MySQL coding.
- Complete design in CSS.

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## INTERESTS

Keep learning by delivering value added services in the mobile field especially innovating in iOS and Apple's technologies, creating and maintaining state of art code enhancing for scalability and maintenance.