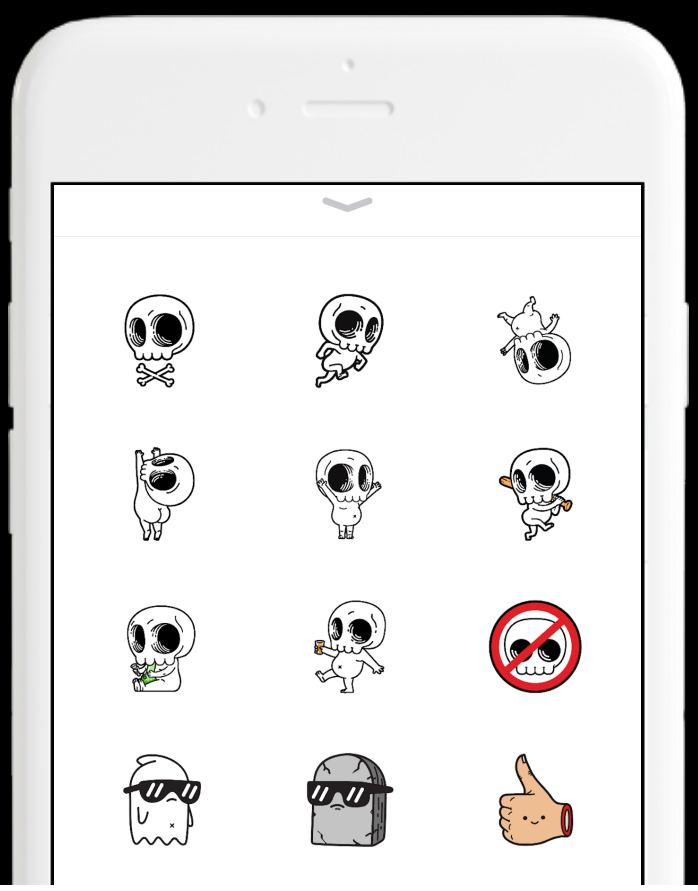
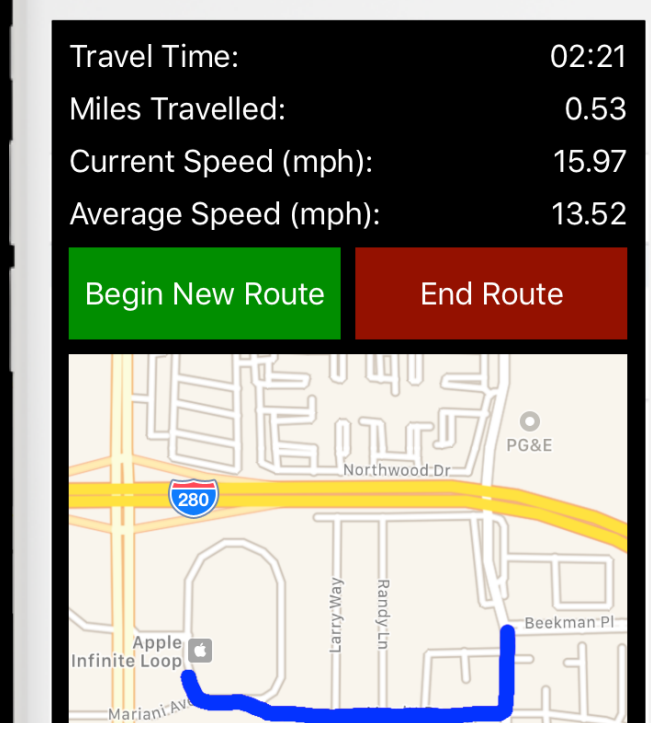
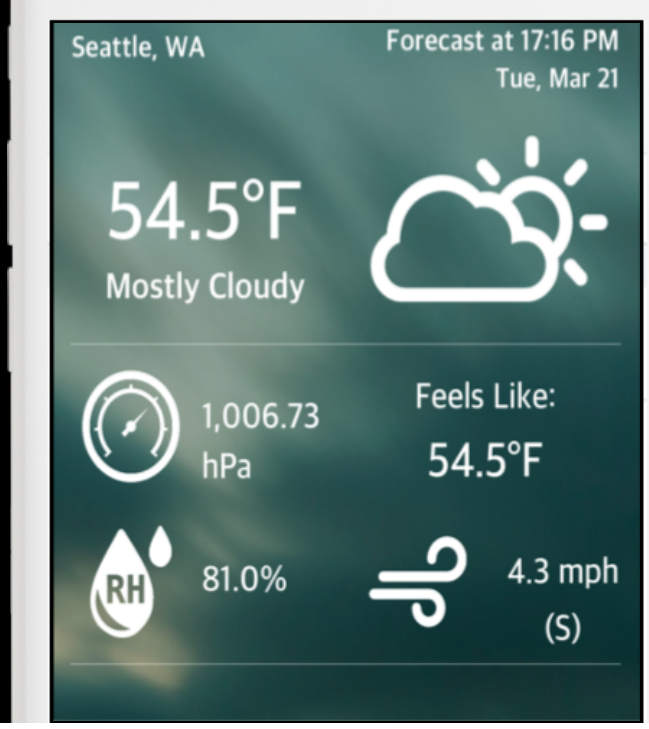
Jacob Ross Dobson

I'm an iOS developer with a passion for making intuitive, clean, & gratifying apps to improve everyday life. Culture, competition, and camaraderie keep me engaged amidst every new excursion. I'm looking for opportunities with a team that excels in collaboration.







Skully Pack +

tr.im/SkullyPackPlus

iMessage Sticker Pack made in Swift 4 for iOS 11. Craving a custom layout, making it an iMessage app extension was necessary. Using Swift and the Messages framework, I subclassed a collection view to be presented instead of the default view and made a custom cell to enable it for drag and drop functionalities. Each sticker was added to the project as a PNG, created as stickers, and stored in an array of stickers. Find it on the iMessage App Store here: **tr.im/JRD**

Speed Tracker

tr.im/SpeedTracker

GPS app, made in Swift 3, that allows user to select mode of transportation and use phone's location to draw their route on a map. User can view current/average speed, elapsed time, and distance travelled during/after their route. Keeps track of past routes using CloudKit so user can see averages between transportation selections. Additonal frameworks used include Core Location and MapKit. Midterm project at Code Fellows made with 1 other student in a span of 4 days.

CFuWx

tr.im/CFuWx

Weather app, made in Objective-C, that draws atmospheric pressure from the user's phone to collect data for increased crowdsourcing and more accurate weather predictions. Current local temperature, weekly/daily forecast, and ability search for non-local forecasts. Additonal frameworks used include Core Data, Core Location, and Core Motion. Final group project at Code Fellows made in colaboration with 2 other students in a span of 4 days.

Skills

iOS
Swift, Objective-C, React-Native

Frameworks
ARKit, SceneKit, UIKit, CoreLocation / MapKit, CloudKit, Messages, MediaPlayer

Other
Auto-Layout, MVC, Git, Cocoapods, Carthage, JSON, Framer / Coffeescript, Unity / C#, nodeJS, JavaScript

Education

Certificate: Unity Development
Mar 2017 in Redmond, WA @ Microsoft

Certificate: Advanced iOS Development
Dec 2016 in Seattle, WA @ Code Fellows

Studies in Swift 1 & 2
2015–2016 Online @ Thinkful & Treehouse

Coursework in Stats & Spanish
2010-2014 in Iowa City, IA @ University of Iowa

Contact

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References and previous work experience are available upon request.