James Berry

SUMMARY – iOS Developer (Apple Apps Developer)

I am a self taught iOS mobile app developer with experience using Swift 5 and Xcode 10. Swift is a C based language and has similar syntax to C#. I am looking for an apprenticeship so I can continue my passion of coding. I am willing to cross train to any other software language where training is provided. I am currently developing an Inventory Management App which will be on the Apple App Store in July 19. Please review my portfolio of apps on the website link and examples of my source code in the GitHub link at the bottom of the page.

✉ joberry9@hotmail.com	☎ 07932 810421	📍 Bourne, Nr Peterborough	in Linkedin Profile	🌐 Website

KEY SKILLS

- iOS Developer • Swift 5 • Xcode 10 • Github • Firebase • CoreData • Realm • CoreML • ARKit • RestAPI
- JSON • Cocoapods • Carthage • Alamofire • MVC • TableViews • ScrollViews • Segues • SpriteKit
- Video Streaming (HLS) • User Authentication (FaceID, TouchID, Passcode) • Core Graphics
- Agile • Sprint planning • Pair programming
- UI/UX Design • Wireframes • Mock-ups • Human Interface Guidelines
- TDD • XCTest

EMPLOYMENT HISTORY

iOS Developer	Self Taught	10/2017 – Present	Bourne, UK

- Good knowledge of Swift 5, Xcode 10.
- Developed various Apps including :
  - FileIT – Inventory Management to track inventory to assist with home insurance or moving house. Uses In-App purchases, Core Data, User Authentication and Core Graphics Animation.
  - Weather – using Rest APIs, JSON and GPS location data to retrieve weather data.
  - To do list – using Realm to store shopping/to do list persistent data in tableviews.
  - Chat - using Google Firebase Cloud Services to register users and store chat data.
  - Flower classification – using CoreML and the Caffe model to take photos of flowers to confirm the type of flower that is in the photo. Experience of CreateML to develop my own models.
  - Augmented Reality – using ARKit and SceneKit to detect 3D objects. Use of USDZ formats.
  - Video Streaming - using HLS (HTTP Live Streaming) to showcase apps that I have developed.
- Agile – Understanding of the Scrum principles. Experience of daily stand-ups; sprint planning; retrospectives and pair programming.
- Test driven development (TDD) using XCTest.
- UI/UX Design – experience of creating wireframes and mock-ups.

EDUCATION

Peterborough Regional College	(2015)
Level 3 BTEC in Software Development	
Bourne Academy	(2013)
7 GSCE's including Maths, English, IT, Business Studies	

PROGRAMMING LANGUAGES

- Swift
- C# (basic understanding)

🐙 GitHub Repository

🌐 App Portfolio