



James Berry


SUMMARY - Junior iOS Developer


I am an enthusiastic iOS mobile app developer. I recently graduated with a first-class honours degree in Computer Science and have a passion for creating innovative and user-friendly applications. My expertise lies in using the latest technologies, including Swift, SwiftUI and Xcode.

During my time at university, I gained a solid foundation in computer science principles and honed my skills in software development. Since graduating, I have been working diligently to further expand my knowledge and enhance my proficiency as an iOS developer. I stay up to date with the latest industry trends and best practices to deliver high-quality applications.


My experience encompasses the entire app development lifecycle, from initial design concepts and wireframes to coding and deploying apps on the App Store. I have a keen eye for detail and always strive to create intuitive and visually appealing user interfaces.

Currently, I am actively seeking new opportunities as an iOS Developer to apply my skills and contribute to exciting projects. I am willing to relocate for the ideal role.

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 [App Portfolio](#)

 Bourne, Nr Peterborough

 [LinkedIn](#)

KEY SKILLS

- iOS Developer • Swift • SwiftUI • Xcode • Github • CoreData • CoreML • ARKit
- Rest API • JSON • Cocoapods • MVC • TableViews • ScrollViews • Segues
- Agile • Scrum • RUP • Sprint planning • Pair programming
- UI/UX Design • Wireframes • Mock-ups • Human Interface Guidelines
- Testing • XCTest • XCUITest

EMPLOYMENT HISTORY

iOS Development Training (Self Taught)

2019 – Present

Bourne, UK

- Published Apps on the Apple App Store.
- Good knowledge of Swift and Xcode.
- Developed the following Apps :
 - ScrumIT – Scrum planning poker App using Fibonacci numbers and collection views..
 - Weather – using Rest APIs, JSON and GPS location data to retrieve weather 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 Tape measure – using ARKit and SceneKit to measure 3D objects.
 - Dissertation App to demonstrate engagement using gamification in medical education using the PLEX framework.
- Agile – Understanding of the Scrum principles. Experience of daily stand-ups; sprint planning; retrospectives.
- Unit testing using XCTest.
- UI/UX Design – experience of creating wireframes and mock-ups.

Various Job Roles

07/2015 – 09/2019

Peterborough, UK

Various job roles not related to software development. Details can be provided if needed.

EDUCATION

University of Derby (2023)
BSc (Hons) Computer Science - First Class Honours

- Third Year (2022-2023)
- Modules:
- Distributed Systems
- Language Design and Implementation
- Systems Programming
- Data Mining and Foundations of AI
- Independent Studies (Dissertation) - which I achieved 88% (First)
- Second Year (2021-2022):
- Modules:
- Application Development
- Databases
- Graphics I
- Networks & Security
- Software Engineering
- Team Project
- First Year (2020-2021)
- Modules:
- Computational Mathematics
- Foundations of Computer Science
- Introduction to Computer Science
- Programming I
- Programming II
- Networking Fundamentals

Peterborough Regional College (2015)
Level 3 BTEC in Software Development

Bourne Academy (2013)
7 GCSE's including Maths, English, IT, Business Studies

PROGRAMMING LANGUAGES

- | | | | |
|---------|-----------|----------|-------|
| • Swift | • SwiftUI | • C | • C# |
| • C++ | • PHP | • Python | • SQL |

 [GitHub Repository](#)

Check out my App portfolio on : <https://jamesoliverberry.github.io/index.html>