# James Sedlacek

## iOS Engineer



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#### **Education**

#### **Eastern Florida State College**

A.S. Degree (Jan 2017 - Aug 2019) GPA 3.8 Computer Programming & Analysis Specialization in Mobile Application Development

#### **Frameworks**

MessageUI Firebase Messaging FirebaseAuth GoogleSignIn Firebase Firestore **FBLoginSDK** Core Animation StoreKit Core Location HealthKit Auto Layout MapKit NotificationCenter **SVGKit** UserNotifications **UIKit** GoogleAdMob Charts Local Authentication

# Technical Skills

**XCode** MVC Pattern Git/GitHub Multithreading **RESTful APIs** UserDefaults TestFlight KeyChain CocoaPods **Biometrics** 

App Store Connect JSON

**URLS**ession Storyboards

Singleton Pattern **XIBs** 

Delegate Pattern

## **Experience**



#### UpWork Freelancer (Dec. 2020 - Present)

Dragon Odyssey (Role Playing Fitness iOS Game app) Technologies used:

Swift, UIKit, Xcode, Storyboards, XIBs, HealthKit, MapKit, CoreLocation, CocoaPods, TestFlight, Google AdMob, Local Auth., KeyChain, Biometrics

- Working with a Team of Developers (Backend, Frontend, Designer)
- · Build new features within an existing codebase
- · Refactor entire frontend codebase from XIBs to Storyboards
- Gather requirements from stakeholder/client
- Design and build prototypes/demo projects for client
- Use Git/GitHub for version control & team collaboration

### **Projects**



## Crypto Alarms (Nov. 2020 - Present)

Cryptocurrency App (Research & Custom Push Notifications) Technologies used:

Swift, UIKit, Xcode, Storyboards, CocoaPods, SVGKit, API (Nomics), Charts,

UserNotifications, Firebase Messaging, Firebase Firestore, Core Animation

- Multithreading using Grand Central Dispatch
- Java Backend for API calls and Push Notifications
- Design Patterns (Delegate, Singleton, MVC, NotificationCenter)
- Data Persistence (UserDefaults & Firestore)
- Splash Screen Core Animation with multithreading
- Charts Framework for Cryptocurrency Price Charts



#### Sorting Algos (July 2020 - Nov. 2020)

Sorting Algorithm Visualizer App

Technologies used:

Swift, UIKit, Xcode, Storyboards, Google AdMob

- · Successfully launched onto the App Store
- · Built User Interface Elements Programmatically
- Design Patterns (Delegate, Singleton, MVC)
- Data Persistence (UserDefaults)
- · Ability to toggle Dark Mode