"Senior iOS Developer:

- X total years IT

- Y total years iOS

- Z total published apps (enterprise and customer-facing)

Languages:

- Obj-C

- Swift

- C# (for hybrid dev only - Xamarin, Cordova, PhoneGap)

Front End/UI/UX:

- Using Interface Builder (a tool inside XCode) - as in, ""Used I.B. to update story boards...""

- Alternatively, instead of Interface Builder, you could build the entire UI programmatically

- Cross functional teams (have worked with designers/understanding what they want)

- Handling different screen sizes/devices  - apple watch, retina versus non-retina screens, landscape, portrait

Persistence:

- Core Data (helps to remember info that you may need to access later - a database, so to speak) - the app interacts wtih Core Data - it's a cluster of technologies that work together

Architecture/Design Patterns:

- Structural, Behavioral, Creational (MVVM, MVP, MVC, singleton, factory, builder)

- Clean architecture - V.I.P.E.R. ( this is the impementation of clean architecture - separates everything to have a different function - View, Interacter, Presenter, Entity, and Routing)

- S.O.L.I.D. design principles and Object-Oriented Design

Back End:

- SQLite database

- 3rd party libraries (Firebase, MongoDB, content providers)

- ORMs

Security:

- Encryption

- SSL

- Obfuscation (a technique, not a tool)

- Certificate Pinning

- Tokens (passed between the app and the web - ""end point"")

Web:

if app is being developed in hybrid - Xamarin, Cordova, PhoneGap:

- HTML

- CSS

- Javascript

Testing/Mocking:

- TDD - writing test cases first, considering your edge cases

- Paired Coding

- Pull requests via Github for code reviews

- Unit testing

- Instrumentation testing

- XCTest (unit testing)

- 3rd party tools (Appium - to test the UI)

- TestFlight (an app that delivers the app to be tested by a small group - perhaps in beta - used to be 3rd party, but Apple bought it)

Day-to-Day Operations:

- Lean Agile

- Sprints

- Daily Scrums - timelines - stories - backlog

- Jira

- Jenkins

- Git

Latest Project:

Most recently wrapping up project with X client doing Y responsiblities "