|  |
| --- |
| Rhon Ramos  iOS Developer |
| (xxx) xxx-xxxx ᴥ xxxxxxx@gmail.com |
| Summary |
| * Number years designing/developing/deploying iOS apps: 5+. * Number of iOS apps published to Apple Store: 4. * Skilled programming in Swift, Objective C++, JavaScript, JQuery and JQuery Mobile. * Hands-on with user interface (UI/UX) design and development using Interface Builder, Auto Layout Constraints, Size Classes, Storyboards, and XIBs. * Work with version control tools such as Git and its various GUIs such as Tower, SourceTree, GitHub, etc. * Implement best practices in line with Apple Human Interface Guidelines (HIG). * Work with web services (RESTFUL and SOAP) using frameworks such as AlamoFire. * Apply OOP design patterns; MVC, MVVM, Singleton, Delegation, Protocols, Categories/Extensions, etc. * Experience with efficient client-side integration with Restful and SOAP-based services in high-performance ecosystem. * Possess an advanced knowledge of web and mobile UX/UI. * Experience developing front-end mobile web applications. * Extensive use of Apple and third-party frameworks such as Alamofire, SnapKit, UIKit, and CoreBluetooth. * Experienced with Agile, TDD and SCRUM methodologies. * Experienced writing unit tests using XCTest framework. * Passionate about developing, designing, improving, enhancing, and even supporting world- class iOS-based apps across multiple platforms (iPhone, iPad, Apple TV, Apple Watch, etc.). * Passion for lifelong learning and enjoy mastering new technologies and standards. |
| Technical Skills |
| |  |  | | --- | --- | | **iOS Frameworks**  Instruments, Firebase  Cocoa Touch  Alamo Fire  AirDrop, TextKit  MapKit  **Design Patterns & Architecture**  MVC, MVP, MVVM, Clean Architecture  **Interfaces**  UIKit  Swift Ui  UI Dynamics  Interface Builder  Gesture Recognizers  Auto Layout  Storyboards  **Content** **Integration**  JSON, REST | **iOS** **Tools**  Cocoa Pods  Carthage, SPM, Instruments, JIRA, Swagger, Charles Proxy  **Programming**  Swift, Objective-C  **Development & Testing**  Xcode, JIRA, Jenkins, TestFlight, Hockey App  **Continuous** **Integration**  Jenkins, Travis  **Testing**  XCTest  Automated Testing  TDD  Unit Testing  HockeyApp  **Versioning**  Git, SVN, BitBucket, GitHub | |
|  |
| Work Experience |
| WEC Energy Group Inc December 2020 – Now  Senior iOS Developer Milwaukee, WI  <https://apps.apple.com/us/app/we-energies/id1475985561>   * Utilized Combine framework. * Coded the iOS application in Swift using Xcode IDE with Git repository and version control. * Built application test framework with UI Automation. * Built wireframes for app designs. * Built, coded, tested, and deployed a scalable and modular application, and modified existing software to correct errors, improve performance, and adapt to new versions of iOS. * Applied RESTful web service calls using Alamofire framework, with POCs made in Swift. * Wrote web services to interface with the iOS Mobile App. * Ensured a secure environment for all web services by applying RESTful and implementing Open Authentication. * Refactored RESTful requests from NSURLConnection to AlamoFire for compatibility with up-to-date iOS standard. * Applied the MVVM architectural pattern and Delegation, Notifications, KVC, and Singleton design patterns. * Applied new layout, refactored source code, reduced app size, fixed memory leaks, reviewed source code, and optimized performance. * Wrote unit tests and managed project configuration. * Mentored team members about project execution strategies/processes and various aspects of the technical development/deployment. * Used SourceTree for Git GUI with Jenkins deployed as the continuous integration server. * Used CocoaPods library and UIKit Framework, Foundation Framework and CoreGraphics Frameworks, * Implemented Keychain for encryption of passwords keeping the user’s security a top priority. * Used various security protocols SQLCipher, AES-256, and RSA-SHA1 to encrypt local data.   Bob’s Discount Furniture June 2019 – December 2020  Senior iOS Developer Manchester, CT  <https://apps.apple.com/us/app/bobs-discount-furniture/id1440527907> |
| * Utilized RxSwift in coordination with MVVM to have the model and view bound so that the view reacted to changes in the model. * Programmed in Xcode with Objective-C and started transitioning code and developing new features in Swift. * Implemented RxSwift to handle two-way binding. * Rewrote some of the older Objective-C libraries to Swift. * Designed and developed user interface as per existing IOS application using UI framework. * Participated in UX design and suggested how to implement. * Involved in development and coding by adhering to internal document for best practices. * Handled UI development using Storybaords and Interace builder based on Apple HIG guidelines. * Developed UI using Storyboards with AutoLayout constraints and Size Classes utilized to handle all screen sizes. * Managed third-party dependencies using CocoaPods. * Configured push notifications’ content-available property to make notifications visible even when the application was running in the background, letting users to receive messages when they were directly or indirectly using the application. * Collaborated with cross-functional teams to define, design, and ship new features. * Resolved bugs and crash scenarios using NSLogs, Breakpoints, Instruments, and LLDB statements. * Used JIRA to track and prioritize bug fixes. * Performed unit testing with XCTest framework to ensure quality, stable code in the release. |
| Marina Wealth Advisors June 2018 – June 2019  iOS Mobile App Developer Overland Park, KS  <https://apps.apple.com/us/app/marina-wealth/id1572680706>   * Worked on B2C facing application focusing on PassKit and Apple Pay, UI development, as well as consumption of multiple webservices using mobile APIs. * Used SnapKit to build and maintain all programmatic constraints. * Utilized JIRA to help groom user stories for future Sprints, break stories into tasks, and participate in Spring planning meetings. * Programmed in Xcode with Swift 3. * Refactored code and conducted code reviews. * Applied MVC architecture and used design patterns Delegation, Singleton, extensions, notification, and KVO. * Worked in Agile project development/delivery environment. * Worked with WebService calls using Alamofire. * Parsed JSON responses using SwiftyJSON. * Decoupled entire project by creating different modules using private CocoaPods. * Worked with front-end UI/UX designers, back-end teams, and business teams to ensure app worked seamlessly meeting all requirements. * Wrote unit tests using XCTest, and managed scenario/functional testing. * Used Jenkins for continuous integration. * Fixed memory issues using Instruments (e.g., Allocations, Time Profiler). * Integrated Touch ID capabilities, using Local Authentication. * Created test cases to streamline and optimize code with OCUnit. * Utilized GCD/NSOperation multithreading techniques for better performance. * Used various security protocols, including SQLCipher, KeyChain, AES-256 and RSA-SHA1 to encrypt local data * Enhanced user experience through the use of notifications when transferring money. * Used Bitbucket with Git for source control and code review using pull requests.   Mobeezio, Inc. December 2016 – June 2018  iOS Mobile App Developer San Diego, CA  <https://apps.apple.com/us/app/earthquake-lite-realtime-tracking-app/id372888894>   * Developed and updated various pages and UI elements used throughout the app as per design team specifications and wireframes * Tasked with migrating over to using storyboards and segues from programmatic navigation and XIBs * Worked with Localization to allow users to view content in a variety of languages * NSOperations were used for pulling the latest information on quakes from various services with NSJSONSerialization used to parse said service JSON responses * NSCache utilized to mitigate loss of internet connection * MapKit and MKAnnotations use for tracking quake information * Integrated with Social Frameworks to post updates to user social media * Completed extending testing and bug fixing using NSLog statements, Breakpoints, LLDB statements, and Instruments as per QA feedback * Implemented Core Audio and Core Location, AlamoFire, SwiftyJason, MapKit to integrate and display weather events. * Jenkins used for continuous integration and testing. |
|  |
| Education |
| Bachelor |