

# Stephon Jackson

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## iOS Developer

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### Profile

I'm a software developer with 1+ years of iOS programming experience and 3+ years total programming experience. I can examine and maintain projects written in Obj-C, but my main tool is Swift and I've been growing as a developer alongside the evolution of the language. My work includes designing architecture and user interfaces, building projects from scratch, maintaining, and extending existing applications, and publishing in the AppStore. Over the last few years, I have participated in several projects, both solo and team operated.

### Skills

**Languages:** Swift, HTML, Javascript/Typescript

**Databases:** CoreData, SQLite, Firebase, MongoDB, MySQL

**Design Patterns:** Delegate, Singleton, MVC, MVVM

**Version Control Tools:** Git/GitHub, SourceTree

**Frameworks:** Foundation, UIKit, SwiftUI, AVFoundation, CoreData, CoreLocation

**Development Tools:** Xcode IDE, Simulator, Instruments

### Projects

**RoverImages** - <https://github.com/StefnotAdevyet/RoverImages>

An app that allows you to query images taken by NASAs rovers on their Mars expeditions with a user-friendly format. Written in swiftUI.

**MovieSearch** - <https://github.com/StefnotAdevyet/movieSearchApp>

A simple search app that consumes the movieDB api and allows text searches of movies worldwide. Written with UIKit and Storyboards.

**MagicSearch** - <https://github.com/StefnotAdevyet/magicsearch>

A simple Magic the Gathering trading card game search engine. Written with React, Node.js, and CSS

### Experience

**RaveBizz – Philadelphia, PA / Remote**  
iOS Developer

04/2022 to Current

- Implemented custom UI with XIBs, Storyboards as well and associated with appropriate reusable classes.
- Segregated API Handler classes based on the Workflows, login services, user profile and search items.

- Added animation between UIView for smooth transitioning and a better user experience.
- Created decodable models to conform to API response data.
- Worked closely within a cross functional team of designers, developers, and testers.
- Implemented new product features and functionalities on the front-end module app using TDD, protocol-oriented programming and reactive code in Swift.
- Worked with GIT to check and update the codebase changes.
- Developed the UI screens by integrating different Views and Windows to make them user friendly.
- Coordinated with the design and development team to define the user interface (UI/UX) requirements for the application and develop the wireframes.
- Implemented Storyboards including Auto-layout utilizing constraints, size classes and mixed with existing XIB files.
- Worked with various Cocoapods to improve application features and framework usage.

**United States Navy – Pearl Harbor, HI**  
Submarine Electronic Technician

04/2010 to 04/2015

- Operated and maintained submarine radio communication equipment.
- Created written reports on equipment problems to ensure repairs were made in a timely manner
- Proper quality assurance was conducted prior to reissuing gear to include on-the-spot maintenance and emergency repairs.