

JORDAN PARKER

Sr. Lead iOS & Flutter Developer

About Me

Technologies and languages I master

1	Mobile App Development	13	Kotlin
2	iPhone	14	JavaScript
3	iPad	15	HTML
4	Swift	16	Node.js
5	Objective C	17	Angular.js
6	Flutter	18	React.js
7	Swift UI	19	Vue.js
8	iPad	20	React Native
9	Apple XCode	21	Unity 3D
10	iOS Development	22	Git
11	Android, Android SDK	23	Agile Scrum
12	Java	24	Web Socket

Contact Information

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Senior Mobile Application Developer with around 8 years' experience in software development lifecycle (SDLC) including analysis, design, development, and testing, deployment and documentation as per ISO standards.

Experience in Mobile Application Operating system like iOS and Android, Website.

Skilled, motivated and product-oriented mobile application developer with strong Object-Oriented Programming Concepts and design skills Experience in developing iPhone and iPad apps

- Around **8+ years** of experience in developing web and mobile apps applications using **Swift, Objective C, Java, Kotlin** and **Flutter technologies**.
- Ability to use **Xcode** and program in **Objective C, Swift** and **SwiftUI**
- Ability to parse using **JSON**, Familiar with Notifications, Delegation, Key Value Observation
- Ability to manage multiple projects and deadlines at once, Responsible for software architecture, solution design, and development practices across multiple iOS projects
- Experienced with large e-commerce web sites is desirable, Designed and implemented the next generation mobile architecture for the iOS and Android OS
- Sound knowledge and experience in the development of web-based applications using **Core Java, JDBC** and **XML** technologies.
- Expertise in working with **SOA, Agile scrum, Websocket, AWS, APM, JSON, HTML,**

XHTML, XML and XSLT.

- Experience in **HTML5/CSS3**, **Node.js**, **Angular.js**, **React.js**, Responsive design and Photoshop.
- Expertise in Design, Development, Deployment of Enterprise and Web Based projects using Web servers and various application servers including **WebLogic** and **WebSphere**.
- A self-motivated professional and **natural communicator** possessing **good technical**, initiating, leadership and **problem-solving skills** and has proven to be a **good team player**.

Work Experience

PhoneTAXX, San Diego, Oct 2021– Present, Contract

Role: iOS developer & Flutter developer

<https://www.phonetaxx.com>

PhoneTAXX is a Smartphone call log tracking and classifying app. The app uses automatic phone call log tracking and classifying to classify business-related phone call on a personal mobile phone. The app also calculates the monthly business-related expense based on the number of business-related phone calls.

Categorized call logs with the exact business-related expense of a personal Smartphone can be used to validate unreimbursed employee-related expenses for more accurate employee reimbursement; it can also be used as evidence for potential tax deduction with the IRS. The app does not provide user's information to anyone and will not advertise user's location to other users.

Responsibilities:

- Overseeing the development and dissemination of technology for external customers, vendors, and other clients to help improvement and increase business
- Maintenance, Updating iOS and Android PhoneTaxx apps using Swift, Kotlin

THOUGHTWORKS, San Francisco, Jan 2019 – Sep 2021, Full-time

Jan 2019 – Sep 2021, Role: Mobile Application Developer, iOS & Flutter Projects

Responsibilities:

- Create multi-platform apps for **iOS** and **Android** using Google's **Flutter** development frameworks, Native iOS like Swift & Objective C, Kotlin, Java
- Work with a team of developers to build and deploy **Flutter** apps, work in the development environment maintenance, and technical detailing
- Design, implement and maintain product modules/sub-systems.
- Perform code in **Flutter** and design reviews.
- Perform bug verification, release testing and support for assigned products.
- Conduct unit testing and integration testing.
- Make sure the delivered product matches the business requirements and criteria
- follow a standard process, as defined by a professional project management organization, such as the APM (Association for Project Management) or the PMI (Project Management Institute)
- initiate the project - check feasibility and work out budgets, teams and resources

- carry out planning - this will include setting goals and objectives, defining roles and producing schedules and timelines for tasks - in accordance with the needs of the client. Some tools, such as Gantt charts, can be used to create a visual project plan
- select, lead and motivate the project team from both internal and external stakeholder organization
- manage the project - which includes coordinating the project team to keep them on track and keeping the project on budget
- carry out monitoring and control activities in order to track the progress of the project
- identify and manage risks to ensure delivery is on time
- implement any necessary changes throughout the process
- report regularly to management and the client
- close the project - including evaluating successes and challenges to enhance learning for the next project.

THOUGHTWORKS, San Francisco, Apr 2016 – Nov 2018, Full-time

Role: Mobile Application Developer

Experienced mobile & web app developer who has a track record of success creating apps that are both well-received and commercially viable. Skilled with working as a team or individual and incorporating input into projects. Ability to always look for ways to improve upon an already existing app to keep people downloading it and enjoying it. Strong eye for detail and tenacity to never quit on something until it is absolutely perfect.

Nov 2017 – Nov 2018 Role: Full Stack iOS & Android & Flutter Developer

Responsibilities:

- Understanding the current system and the business requirements for the new **OMS**.
- Responsible for enhancing modules like **Assets, QC, QA**, Authoring and cancel the unused services in the existing system.
- Experience and provisioning instances on Amazon **AWS** and Microsoft **Azure**.
- Set up Auto scaling groups and auto balancing for AWS instances.
- **MVC** architecture was implemented for supporting the UI using **Java Server Faces** framework.
- Used Spring Core Annotations for Dependency Injection Spring DI and Spring MVC for REST API s and Spring Boot for **micro-services**.
- Responsible for designing the User Interface by coding in **HTML5, CSS3, AngularJS, Bootstrap** to build this **SPA Single Page Application**.
- Implemented the **Graphic User Interface GUI** by coding in **HTML5, CSS3, Bootstrap, JavaScript, jQuery, and jQuery UI**.
- Customized CSS files by adding new **CSS3** features like **media queries** to ensure **fluid/ responsive** design for our web pages.
- Experience with **Selenium IDE, Selenium RC** (remote control) and **Selenium web drive** Version Control System Administration, using **GIT**.
- Experience providing training to development teams on how to track, plan and analyze

using **JIRA**.

- The **Spring** web flow was used to control the UI flow navigation of this web application and integrated with **JSF**.
- Hands on experience in various project management methodologies like **Waterfall** and **Agile Project Management**.
- Worked on **Agile** Earned Value Management, Release Train Planning, Risk Management.
- All the functionality is implemented using **Spring IO / Spring Boot, Thyme leaf** and **Hibernate ORM**. Implemented Java EE components using **Spring MVC, Spring IOC, Spring transactions** and Spring security modules.
- Writing unit tests using **Jasmine** with karma.
- Developing Docker images to support Development and Testing Teams and their pipelines; distributed **Jenkins, Selenium and JMeter** images, Kibana and Logstash (ELK & EFK) etc.
- Implemented Automation process for web service test case using **Selenium and rest client**.
- Working closely with Architecture, Development, Test, Security and IT Services teams.
- Developing scripts for build, deployment, maintenance and related tasks using **Jenkins, Docker, Maven, Python** and **Bash**.
- The **Spring** framework was used to manage the transactional requirements.
- Developed **Servlets** interacting with database to create **java beans** for the model layer and various business objects implementing **business logic**.
- Involved in the designing of the applications based on **SOA** and exposing the functionality using **Web Services**.
- Involved in Tool analysis like itext jar and **BIRT** and feasibility study for the application.
- Implemented table structures pagination using **BIRT** s render and publish methods.
- Involved in Localization for customizing an application.
- Created **Data Source** for interaction with **Database**.
- Developed **SQL** Stored Procedures and Prepared Statements for updating and accessing data from Database. Utilized **Hibernate** for **Object/Relational Mapping** and querying using **HQL**.
- Object relational mapping is done using **Hibernate** for data persistence and involved in the integration of **Hibernate** with **Spring** framework.
- Involved in technical specifications, designed and developed using **Swings, Hibernate** and **Spring**.
- **Log 4j** was used to monitor the error logs.
- Used **UNIX** Script and used **Maven** as version control system.

Apr 2017 – Oct 2017 Role: Full Stack iOS Developer

Responsibilities:

- Served as sole developer for the Litho Reader application for selling, downloading and reading publications.
- Developed Litho Reader IOS application.

- Adjusted product development to meet changing market requirements.
- Prepared product for placement on iTunes for download in January 2016.
- Designed engine for downloading Lithomobilus Bookstore publications.
- Built download system using NSURL Session objects in completion blocks and background download tasks for a robust communication system.
- Prepared application to assemble the nonlinear content for display on the Litho Reader.

Apr 2016 – Feb 2017 Role: Full Stack iOS Developer

Responsibilities:

- Designing and Developing iOS application from the ground using MVC design pattern Working extensively with Swift, Xcode and Interface Builder for the applications at hand.
- Implementing UI design using both Storyboards and XIB files Working on Multiview Applications customizing Navigation Bars and Tab Bars.
- Working with JSON inputs to pull the data from backend and display it on the app using Alamofire framework.
- Creating custom UIViews, custom TableViews and custom UITableViewCell for user interface. Customize UIButton, UITabBar and UIAlertController to build user interface of the applications.
- Creating design built for the iPhone to make it intuitive for the user while making the experience highly engaging.
- Work in Agile methodology and in close with the team and reported project progress on regular basis.

ODESK.COM, ELANCE.COM, UPWORK.COM, San Francisco, Jan 2012 - Jan 2016 , Part-time

Role: Mobile Application Developer, Top Rated, Rising talented Account Holder

Senior Mobile Application Developer with around 4 years experience in software development lifecycle (SDLC) including analysis, design, development, and testing, deployment and documentation as per ISO standards. Experience in Mobile Application Operating systems like iOS and Android. Skilled, motivated and product-oriented mobile application developer with strong Object Oriented Programming Concepts and design skills Experience in developing iPhone and iPad apps

Skills

Mobile: Swift, Objective c, Java, Kotlin, Flutter, React Native, Ionic
 Server side: Node.js, Python/Django, Bash Scripting, Redhat/Linux
 Administration Client side: Angular 2+, Reactjs, Javascript, jQuery, HTML5, CSS3
 Databases: MySQLa, PostgreSQL, MongoDB
 Cloud Solutions: Amazon Web Services : EC2, S3, Elasticbean, Heroku Other: Git, Social Media API's (Facebook, Twitter, Linkedin),etc

Education

University of San Francisco College of Arts and Sciences, San Francisco, 2015,
Bachelor