Joseph Roque

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Skills and Technologies

Languages: Swift, TypeScript, JavaScript, Python, Kotlin, SQL
Technologies: React Native, React Navigation, SwiftUI, Ruby on Rails, GraphQL, Vapor, Xcode, Sketch

Experience

Senior iOS Developer   **Shopify** (Ottawa, CA)   **Jan 2018-Present**
- Exploring brownfield **React Native** experiences, enabling React web developers to build features in mobile
- Launched the Shop app, used by millions of people for package tracking, with React Native
- Identified and resolved multiple high impact Out of Memory crashes using **Xcode's memory profiling tools**, resolving thousands of weekly crash occurrences
- Aligning efforts with UX, Web, and Android teams to ensure feature parity and consistency across platforms
- Building highly reusable components shared across the suite of Shopify mobile apps
- Worked as part of a small team to design and implement a **React Native architecture** which Shopify mobile developers now use as a baseline for all mobile apps
- Acted as iOS expert embedded in the React Native team, writing native modules to avoid unnecessary dependence on third party modules, and maintaining CI environment

Software Developer Intern   **Box** (San Francisco, US)   **May 2017-Aug 2017**
- Implented a new user interface for Box Drive, allowing users to quickly open their recently accessed files
- Built the elements shared across macOS and Windows in **Python**
- With **Storyboards** and **XAML**, built tailored interfaces for macOS and Windows

iOS Developer Intern   **Shopify** (Ottawa, CA)   **Sept 2016-Dec 2016**
- Worked closely with multiple teams to bring new features from the web app to the mobile app
- Built some of the first components for Shopify's UITableView framework, which are still in use today as building blocks for all of the native iOS apps
- Took initiative by building a simple, highly requested feature which hadn't been prioritized

Software Developer Intern   **Microsoft** (Vancouver, CA)   **Jan 2016-Apr 2016**
- Participated in an overhaul of the NFL app for Xbox One and Windows 10, implementing new UI components
- Worked with **Lua**, **C#** and **XAML** to build platform-dependent features
- Improved the accessibility of the app through various screen reading and colour enhancements

Personal Projects

Hive for iOS   *https://github.com/autoreleasefool/hive-for-ios*   **Jan 2020-Present**
- Currently building a digital version of one of my favorite board games, using a full stack **Swift** environment
- Utilizing Apple frameworks to build the client, including **SwiftUI**, **SpriteKit**, and **ARKit**
- Experimenting with the Swift backend framework, **Vapor**, and using WebSockets for communication
- Built a performant engine to track the game state in Swift, shared across the backend and frontend

5 Pin Bowling Companion   *https://github.com/autoreleasefool/bowling-companion*   **Jan 2015-Present**
- Designed and developed an **Android/Kotlin** (migrated from Java) app to track 5-pin bowling statistics
- Interfaces with a **SQLite** database to analyze and display performance over time
- Presents dozens of useful statistics through graphs built with **MPAndroidChart**
- Over 10,000 downloads in the Play Store, with a 4.5 average rating across 100+ reviews

Education

University of Ottawa   2013-2017
Honours B.Sc. in Computer Science, Data Science Option   3.9 GPA