

# Joseph Roque

📧 autoreleasefool

✉ contact@josephroque.ca

☎ +1 (343) 297-4144

📍 Vancouver, Canada

## Skills and Technologies

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**Languages:** Swift, TypeScript, JavaScript, Objective-C, Python, Kotlin, SQL

**Technologies:** React Native, React Navigation, SwiftUI, Ruby on Rails, GraphQL, Vapor, Xcode, Sketch

## Experience

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**Senior iOS Developer**      **Slack** (Vancouver, BC)      **July 2021-Present**

- Focusing on improving various performance metrics in the app, including reducing foreground and background memory usage, CPU usage spikes, disk writes, and launch time
- Using **Xcode Instruments**, discovered and resolved a bug, reducing frequent spikes in CPU usage by 15%
- Aiding in transition from xcodebuild to a **Bazel** supported workflow
- Acting "Security Champion" for the iOS infrastructure team, participating in weekly security tutorials, and responsible for identifying potential security risk in new iOS projects

**Senior iOS Developer**      **Shopify** (Ottawa, CA)      **Jan 2018-May 2021**

- Built reusable components and frameworks with **Swift** used across Shopify's suite of native mobile apps
- Explored brownfield **React Native** experiences, enabling React web developers to build features in mobile
- Identified and resolved multiple high impact Out of Memory crashes using **Xcode's memory profiling tools**, resolving thousands of weekly crash occurrences
- Aligned efforts with UX, Web, and Android teams to ensure feature parity and consistency across platforms
- Launched the Shop app, used by millions of people for package tracking, with React Native
- 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

**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

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**Hive for iOS**      <https://github.com/autoreleasefool/hive-for-ios>      **Jan 2020-Dec 2020**

- Built a performant engine and UI for 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

**5 Pin Bowling Companion**      <https://github.com/autoreleasefool/bowling-companion>      **Jan 2015-Present**

- Designed and developed an **Android/Kotlin** app with a **SQLite** database to track bowling statistics
- 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

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