Joseph Roque

 autoreleasefool   ✉ contact@josephroque.ca   📞 +1 (343) 297-4144   📍 Vancouver, Canada

Skills and Technologies

Languages: Swift, TypeScript, Python, Ruby, Objective-C, Kotlin, SQL
Technologies: SwiftUI, UIKit, React Native, TCA, Ruby on Rails, GraphQL, Vapor, Xcode, Sketch

Experience

React Native Developer   **AtoB** (Remote)   **Feb 2022-Apr 2023**
- Bootstrapped AtoB's flagship **React Native** app for drivers with a small team
- Built and integrated client-side authentication, networking stack, and UI components
- Worked with backend developers in **Ruby on Rails** to build authentication logic, to support migration from email to passwordless SMS auth
- Set up a React Native monorepo for simpler development of shared components across AtoB's apps
- Responsible for rollout, monitoring, and addressing feedback for AtoB's React Native apps

Senior iOS Developer   **Slack** (Remote)   **Jul 2021-Feb 2022**
- Improved various performance metrics in the app, including reducing foreground and background memory usage, CPU usage spikes, disk writes, and launch time
- Used **Xcode Instruments**, discovered and resolved a bug, reducing frequent spikes in CPU usage by 15%
- Aided in transition from xcodebuild to a **Bazel** supported workflow
- Acted as "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** (Remote + Ottawa, Canada)   **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
- 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
- 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

Personal Projects

Approach, for 5 Pin Bowling   *https://github.com/autoreleasefool/approach*   **Sep 2022-Present**
- Developing a native **iOS** and **Android** app to track bowling statistics
- Built with modern, native UI libraries including **SwiftUI** and **Compose**
- Presents dozens of statistics through graphs built with **MPAndroidChart** and **SwiftUI**
- Uses a modern **Composable Architecture** and **MVVM** architecture, with exhaustive test coverage
- Iterating upon an Android app I first developed in 2015 with over 10,000 downloads and a 4.5 average rating

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

Education

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