

Joseph Roque

📧 autoreleasefool

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📍 Vancouver, Canada

Skills and Technologies

Languages: Swift, TypeScript, Python, Ruby, Objective-C, Kotlin, SQL

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

Experience

React Native Developer **AtoB (Remote)** **February 2022-Present**

- 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)** **July 2021-February 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

Software Developer Intern **Box (San Francisco, US)** **May 2017-Aug 2017**

- Implemented 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

Personal Projects

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

- Built a performant engine and UI for 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

University of Ottawa

Honours B.Sc. in Computer Science, Data Science Option

2013-2017

3.9 GPA