Dean Woodward

Software Developer

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Profile

I am a versatile person, with both technical and creative aptitudes, allowing for the detailed analysis of problems, and the ability to think outside the square. I have a life-long interest in using technology for creative outcomes, from electronic sculpture, to the development of software and hardware musical devices and applications.

Career History

Personal Application Development, New Plymouth
Present

Development of C++ application code & libraries for microcontroller based music technology products. Electronic prototyping, PCB design and manufacture.

Software Tutor, Computer Power Plus, Wellington
May 2019 - July 2019

Running laboratories and workshops. Marking assignments.

iOS Developer, Bluetech, Wellington
February 2017 - February 2018

Development, testing and deployment of an iOS application. Application maintenance and support.

iOS Developer / Designer, Datacom, Wellington
November 2012 - June 2016

Design, development, testing and deployment of iOS applications. Working with back-end developers in the construction of custom API's. Conceptualisation, design and prototyping of iOS/Android mobile applications.

Student Tutor, Victoria University, Wellington
March - June 2011, March - June 2012

Tutoring 1st and 2nd year university students, running computer labs and marking student assignments.

Education

Bachelor of Computer Science, Victoria University, Wellington
2010 - 2012

Diploma in Fine Art, WITT, New Plymouth
1994 - 1996

Training and Development

Small Team Leadership, SoftEd, Wellington
September 2015

Requirements Gathering for Agile Projects, SoftEd, Wellington
December 2012

Skills

iOS Coding

Four years practical experience in iOS development, initially in Objective-C, and later Swift. Skills in all aspects of the application creation lifecycle, from conceptualisation, design, prototyping, coding and testing, through to final deployment.
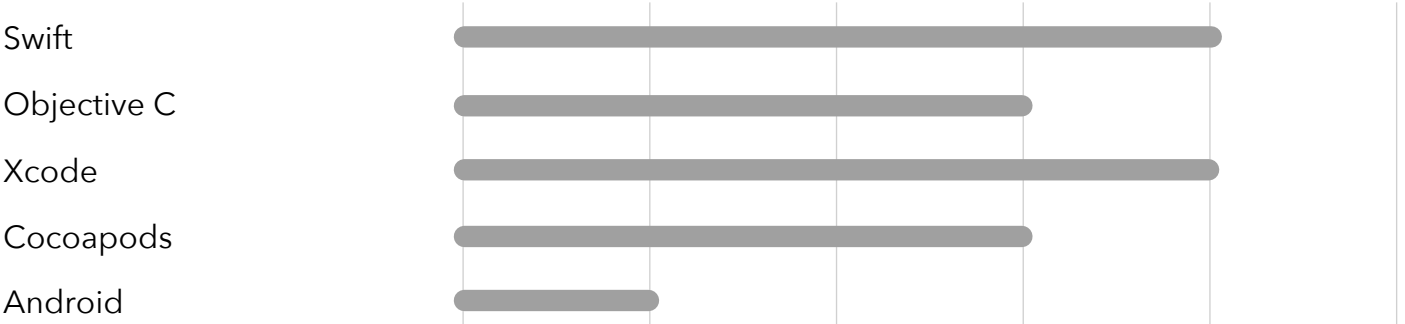
Web Development

Practical skills in HTML, CSS, Javascript, JQuery and Bootstrap, gained through work on Ruby on Rails projects, and the construction of numerous app support websites. Experience in using Markdown for Github project support pages.
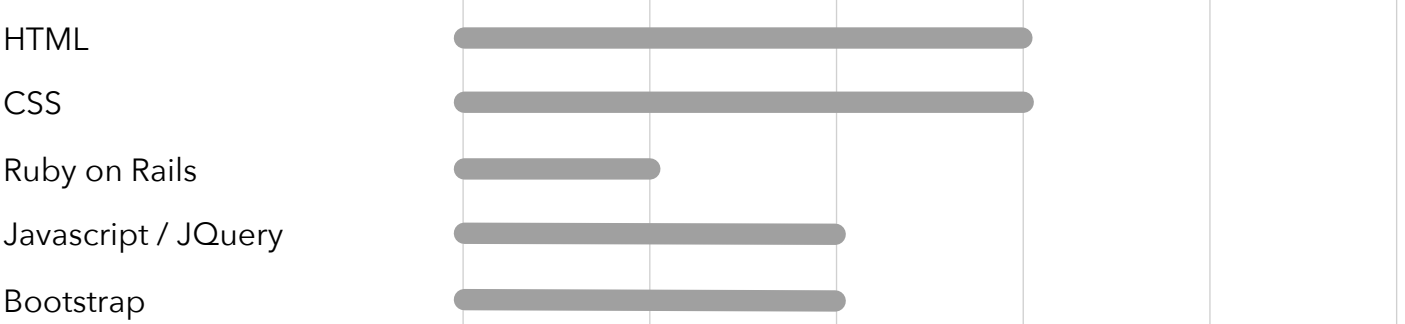
Agile Practice

Regular use of iterative development practices such as Scrum in the development of software projects. Experience in all stages of the Scrum lifecycle including backlog refinement, planning, execution, reviews and retrospectives.
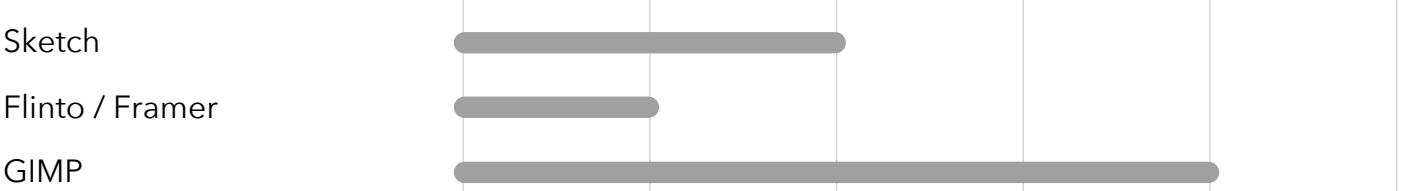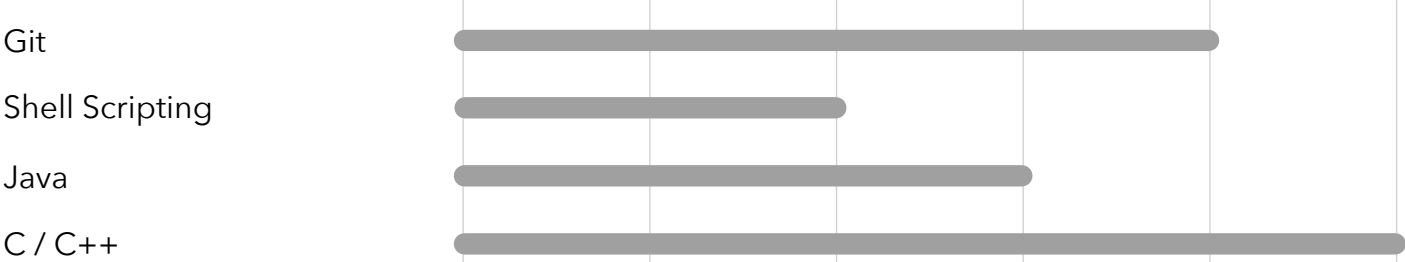
Technical Skills Summary

Mobile

Swift

Objective C

Xcode

Cocoapods

Android

Web

HTML

CSS

Ruby on Rails

Javascript / JQuery

Bootstrap

Design

Sketch

Flinto / Framer

GIMP

Support Technologies

Git

Shell Scripting

Java

C / C++

Agile Development

Scrum

Experience (Years)   0   1   2   3   4   5

Portfolio

mPloy
Brown and Wood

Jobseeker/Employer job matching application, arising out the product owners frustrations with current job advertising practises. Developed using Swift, incorporating social media login, In-app purchases and Firebase messaging and notifications. Using Alamofire and PromiseKit to handle API interactions.

Pastel Planner
St Mary's College

School planning application developed in collaboration with three students from St Mary's college as part of the 2015 Techhub challenge. Developed using Swift, with MagicalRecord for data persistence and XLForm for data entry. Led the design and prototyping of the iOS and Android applications.

Junction
Datacom

Application allowing users to search for and book meeting rooms, and view meetings for the day. Developed with Swift, using AFNetworking for API interactions. Led the design and prototyping of the iOS and Android applications.

C3 Bush Docket
C3 Ltd

Pre-notification application, which provides carriers the ability to pre-notify the port checkpoint of inbound loads. As the dockets are submitted, an automated piece count is prepared for the checkpoint. Swift application using Alamofire for networking, Eureka for data entry, and MagicalRecord for data persistence.

Q-Card Mobile
Fisher & Paykel Finance

Co-developed the Q-Card iOS application for Fisher & Paykel Finance, allowing users to view account balances and transactions, along with updating their account settings. The first application developed in Swift at Datacom, using Restkit for networking and object mapping.

How's it Going
CCS Disability Action

Co-developed the How's it Going application for CCS Disability Action. Allows CCS clients to record and optionally submit a snapshot of their current mindset. Objective-C application using Core Data for offline storage.

Geodetic Marks
Land Information New Zealand

Co-developed the Geomarks application for LINZ, allowing users to view geodetic mark locations on a map, view details of a specific mark, locate the mark using a compass, and store marks for offline use. A hybrid application developed using the Sencha Touch framework.

Visit deanwoodward.co.nz for a selection of videos and screenshots