Dean Woodward

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Personal Statement

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 enjoy the immediacy and versatility of mobile applications, and strive to build products displaying both an elegance and understated simplicity, while underpinned by robust coding practices.

Skills

iOS Development

Three 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

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.

Design

A keen eye for design and animation. Proficient in the use of Sketch, Flinto and Framer for designing and prototyping applications. In-depth knowledge of the Apple and Google material design idioms.

Version Control

Experience using Git/Github version control. Regular use of the Git workflow of branching, pull-requests and code reviews to maintain code quality and facilitate the undertaking of large projects in a controlled and sustainable manner.

Portfolio

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. iOS and Android applications designed and prototyped by myself.

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. iOS and Android applications designed and prototyped by myself.

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 persistance.

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.

Employment

Datacom
November 2012 - June 2016

Three years developing mobile applications, the majority in native iOS, but with several months of hybrid development using Sencha Touch. Approximately six months of Ruby on Rails and web development. Designed and prototyped numerous iOS and Android applications.

Victoria University
March - June 2011, March - June 2012

Tutoring students and marking assignments for the first year computer science course and second year network engineering course. This gave me an understanding of the wide range of approaches people have to problem solving, and forced me to have a robust understanding of the concepts being taught.

Education

Bachelor of Computer Science
Victoria University Wellington, 2010 - 2012

Studied a range of subjects, including functional programming, artificial intelligence, and databases. Numerous course projects involved the use of native Android development.

Certificate in Electrical Engineering
Massey University, Wellington, 1998 - 1999

Two years study towards a certificate in Electrical Engineering. Studied a wide range of electronic concepts and high level engineering mathematics papers.

Diploma in Fine Art
Taranaki Polytechnic, 1994 - 1996

Three years studying fine art, majoring in electronic sculpture. This gave me a solid understanding of utilising technical skills to achieve creative outcomes.

Interests

Outside of work, I enjoy utilising my technical skills in the creation of musical applications and instruments. Whether it be building a new guitar, writing micro-controller code for a midi controlled device or reading blogs on iOS audio programming, there is always more to learn and then warp sideways. When I'm not puzzling over CoreAudio or reading a Digital Signal Processing book, I'm brewing ginger beer or working on my push-bike in the shed.