Dean Woodward

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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 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.

Key Skills

iOS Development

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.

Agile Development Practices

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.

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.

Skills Summary

Skill/Technology/Methodology	Experience (Years)	Skill Level (1-5)
Mobile		
Swift	3.5	4.5
Objective C	4	4
Xcode	4	4
Cocoapods	3	4
Sencha Touch / Cordova	0.5	2
Android	1.5	2
Web		
HTML	4	4
CSS	4	4
Ruby on Rails	1	2
Javascript / JQuery	4	3
Bootstrap	3	3
Design		
Sketch	2	3.5
Flinto / Framer	1	3
GIMP	4	3
Support Technologies		
Git	4	3.5
Shell Scripting	2	2
Java	7	3
C / C++	5	2.5
Agile Development		
Scrum	3.5	4

Experience with the following iOS Libraries / Tools

- Alamofire / AFNetworking
- Eureka / XLForm
- Fabric / Crashlytics
- Facebook / Google Signin
- Fastlane
- Firebase Messaging
- Koloda
- Magical Record
- ObjectMapper
- PromiseKit
- Restkit
- SwiftyJSON
- Zeplin

Portfolio - Published Applications

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

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.

Career History

Computer Power Plus
May 2019 - July 2019

Software Tutor

• Short term contracting position to cover staff absence.

Responsibilities:

• Running laboratories and workshops. Marking assignments.

Technologies used:

• Python, NodeJS, Javascript, HTML, Java, Unity 3D

Bluetech Ltd
February 2017 - February 2018

iOS Developer

Responsibilities:

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

Technologies used:

• iOS framework, Swift, Xcode IDE, Git, Cocoapods, Fastlane, Crashlytics, Zeplin

Achievements:

• Successful deployment of the finished application to the app store.

Datacom
November 2012 - June 2016

iOS Developer, Mobile Designer, Ruby on Rails Developer

Responsibilities:

• 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 and Android mobile applications.
• Development and testing of Ruby on Rails applications.

Technologies used:

• iOS framework, Swift, Objective-C, Xcode IDE, Git, Cocoapods, Sketch, Flinto, GIMP
• Ruby on Rails framework, HTML, CSS, Bootstrap, Coffeescript, Sass

Achievements:

• Numerous successful application deployments to the app store. Improved turn-around of application lifecycle through investigation of tools and technologies.

• Lifted the standard of Datacom's mobile application design. Introduced the use of dynamic prototypes for improved developer and customer understanding of application concepts.

Victoria University
March - June 2011, March - June 2012

Student Tutor

Responsibilities:

• Tutoring 1st and 2nd year university students and running computer labs.
• Marking student assignments.

Technologies used:

• Java

Achievements:

• Successfully mentored numerous students through their studies. Consistently achieved assignment marking deadlines while managing personal study.

Training and Development

Small Team Leadership

September 2015

SoftEd Wellington

Requirements Gathering for Agile Projects

December 2012

SoftEd Wellington

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.

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.

Referees

Name:	Adrian Brown	**Name:**	Brad Murray
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