



# Sam Oakley

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## Profile

I'm an Android and iOS developer, with over 10 years of experience working on native apps for both platforms. I've released several of my own apps available on each of the respective stores, which have received many downloads and favourable reviews. I'm looking for a position which challenges me in new and exciting ways.

## Experience

Lead Software Engineer, 3Squared — 2021-Present

Senior Software Engineer, 3Squared — 2013-Present

Software Engineer, 3Squared — 2012-2013

3Squared develops applications for clients as well as its own suite of rail-industry focused software, and as a Lead Engineer I have worked closely with the client services and design teams in an agile way to create over 20 applications for both iOS and Android. I have driven improvements to both existing and greenfield apps through a consistent shared architecture and a standardised CI pipeline, and by pushing for our full transition from Objective-C & Java to Swift & Kotlin. I also spearheaded the development of 3Squared's suite of open-source iOS libraries, known as the Peak Framework, upon which all of 3Squared's iOS apps now rely.


Android Developer, GMedia — 2011

GMedia had an existing iOS app with internet radio functionality and wished to bring this to Android. I developed a full native version redesigned from the ground-up to take advantage of Android features, such as interactive notifications and widgets.

 Pretext (iOS), Solo Developer — 2019-Present

Pretext is a universal iPhone and iPad app for creating and editing text documents, with special support for syntax. A free-with-IAP app, it currently has over 49 thousand downloads and a strong review average.

 Pinner for Pinboard (iOS), Solo Developer — 2012-Present

 Pinner for Pinboard (Android), Solo Developer — 2015

Pinner is my main personal project - a universal iPhone and iPad app for viewing, adding, editing and browsing bookmarks retrieved through the Pinboard.in service. After working on the iOS version for a few years I decided to port Pinner to Android, supporting all the same features as a native Android application. A paid app, it currently it has over 17 thousand downloads and a strong review average.

## Education

The University of Sheffield – Software Engineering, MEng, First Class Honours

## Skills

Languages: Experienced with Swift, Kotlin, Java, and Objective-C. Familiar with Ruby, thanks to my work with Fastlane, as well as dabbling with Python and Bash.

Libraries & Frameworks: Worked extensively with UIKit and Core Data, with few 3rd-party dependancies. On Android, made use of Jetpack, Retrofit, and Realm.

Line Management: Responsible for a team of 5, with monthly one-to-one meetings with each team member, as well as regular team check-ins.