



Sam Oakley

32 Chatsworth Park Road,
Sheffield
S12 2UF

07951 289441
sam@blork.co.uk

www.sam-oakley.co.uk

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

Software Developer, Tutorful — 2022-Present

As part of a squad dedicated to the new Tutorful Classes product, I have developed new features for both the iOS and Android applications. Working in an older codebase, I helped to modernise and improve the apps and contributed to a visual overhaul powered by SwiftUI and Jetpack Compose. Helped transition to Xcode Cloud for CI.

Lead Software Engineer, 3Squared — 2021

Senior Software Engineer, 3Squared — 2013-Present

Software Engineer, 3Squared — 2012-2013

As a Lead Engineer I 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 upon which all of 3Squared's iOS apps now rely.

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: iOS: UIKit, SwiftUI and Core Data, with few 3rd-party dependancies. Android: Jetpack, Compose, 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.