Carter Beaumont Manahan

iOS Developer | UX Designer

CONTACT

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EDUCATION

First Class Honours — BSc Digital Media

University of West England, Bristol
2022–2025

Business IT

Exeter College
National Diploma in Business IT (QCF)
Level 3 Extended Diploma in Business IT

SKILLS

- **iOS Development**: SwiftUI, UIKit, Firebase, Xcode
- **UX/UI Design**: Figma, Wireframing, Prototyping, User Research
- **Web Development**: HTML, CSS, JavaScript
- **Graphic Design**: Photoshop, Illustrator, InDesign
- **Motion Graphics**: After Effects, Premiere Pro
- **Project Management & Collaboration**: Agile workflows, Presentation, Team Communication

PROJECTS & EXPERIENCE

Corebrand   *11/2025 – Present*

Founder & iOS Developer
Developing an AI-powered brand-starter app using OpenAI APIs.
Building features that generate brand identity, visuals, ads, MVP concepts and strategic planning for early founders.
Responsible for architecture, UX, and full product direction.

Goalsreach   *01/2024 – Present*

Founder & iOS Developer
Designed, developed, and launched Goalsreach, a self-accountability iOS app built using SwiftUI & UIKit.

Integrated user-friendly UX/UI principles to create seamless navigation & functionality.

Available on the App Store with a growing user base.

Bristol Bridge Club   *10/2024 - 03/2025*

Web Development For Client
Led a group project to redesign and modernise the client's website.

Conducted user research, created high-fidelity prototypes, and implemented the final design using the highly restrictive Pianola CMS, improving both usability and visual appeal.

MatchMinded   *01/2025 - 04/2025*

Prototyping Showcase
Designed a unique dating app prototype using MBTI personality types and Likert-scale logic to create more meaningful matches.

Prototyped the frontend design in Figma, and developed the interaction flow in Swift and Firebase to simulate matching logic and user behaviour.

Campus Companion   *01/2023 - 05/2023*

Prototyping Showcase
Designed and prototyped a student productivity app in Figma. Created user flows, wireframes, and an interactive prototype with a points-based engagement system.

I'm an iOS Developer and UX Designer focused on creating clean and intuitive digital experiences. I blend design thinking with technical precision to build products that look good and perform flawlessly. My experience covers app design, development and delivery from concept to launch. I'm driven by craftsmanship, clarity and creating digital products that deliver meaningful results.