chris**howell**

iOS developer

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education

2010-2014 **Master** of Engineering   The University of Warwick
Computer Science
Graduated with First Class Honours.
Thesis: Enhancing safety-critical message dissemination in vehicular wireless networks. *Published*

2008-2010 **A-Levels**   Queen Elizabeth Sixth Form College, Darlington
Computing (A), Mathematics (B), Physics (B), AS History (A), AS Extended Project (B)

technologies and skills

Primary languages: Objective-C, Ruby, HTML, CSS, SQL

Technologies: Rails, Parse, Heroku, JSON, XML, CocoaPods, TestFlight, Bootstrap

Principles: OOP, REST, MVC, Git/Git Flow, Scrum, Unit tests

Development: XCode, Sublime Text, Trello

Design software: Sketch App, Photoshop

experience

2014-2014 **Entrepreneur First**   London, United Kingdom
Company director and iOS developer

- Selected for the highly competitive EF accelerator programme to found my own technology startup.
- Cofounded HouseQuest; a real-time, fully available property search service available on both iOS and as a website.
- Solely designed and built the iOS application from conception to App Store release.
- Integrated with a Parse back-end to synchronize with a web client.
- Optimised with Grand Central Dispatch and dealt with threading issues arising from using an asynchronous datastore.
- Built several Ruby on Rails and static websites to test ideas and hypotheses.
- Liaised with users to extract key behaviours in order to improve the product.

2014-2014 **Zzish (TechStars Summer 2014 cohort)**   London, United Kingdom
iOS Developer

- Responsible for the development and refactoring of the Zzish iOS SDK core to the business.
- Developed XCTest unit tests and provided full documentation and tutorials for the SDK.
- Worked on several SDK demo applications: *Math Safari*, *XO - Tic Tac Toe* and *Flovoco*.
- Heavily used RESTFul principles to communicate with a custom Java API using JSON.
- Small team size of 6 people organised around the Scrum methodology alongside Git.
- Advocated and taught colleagues the use of Git Flow to structure development cycles.
- Involved in promoting Zzish at meetups, and at the TechStars demo day to high-profile investors.
- Supported the recruitment process by interviewing several potential new hires.

2013-2014 **Freelancer** **Leamington Spa, United Kingdom**
Freelance iOS Developer

- Created iOS applications for international clients whilst dealing with time zone constraints.
- Swiftly understood and worked with existing codebases to integrate bug fixes and new features.
- Completed full applications and guided clients to App Store release.
- Apps worked on: Huntzz (update), OneDegree, Safety Tracker (adhoc release)

2012-2012 **The App Business** **London, United Kingdom**
Engineering Intern

- Contributed to iOS apps such as Unilever Investor Centre and SoundBites, and oversaw the TalkTalk sponsorship project for ITV's XFactor 2012.
- Collaborated within small dynamic teams of around five people within the Scrum agile development framework; participated in daily standups, project reviews and sprint planning.
- Commited to the company codebase by adding PDF drawing and labeling annotations to the iOS PDF viewing library.
- Solely responsible for delivery of application sections given tight sprint deadlines.
- Managed distribution of applications to company testers via TestFlight.

projects

2012-2013 **Student property portal - *Web application* - Third year Computer Science project**
Developed a Ruby on Rails application that automatically scrapes student housing information from all student estate agents in Leamington Spa. It combines each property with an Internet speed, Virgin Media availability and crime statistics and allows students to make more informed decisions when finding a student property.

2011-2012 **Firework Flare - *iPad game*** http://itunes.apple.com/gb/app/firework-flare/id513766705
A combination of Fruit Ninja and an old PlayStation 2 launch title Fantavision, Firework Flare lets you orchestrate your own firework show by chaining together fireworks of different colours. Developed with cocos2d, a 2D game engine, and custom designed in Photoshop. Firework Flare required real concern for performance given that it was developed for the iPad and iPad 2.

awards

2014 **FBStart Bootstrap Programme** **Facebook**
Accepted for $20,000 worth of free tools to help HouseQuest grow, including Facebook advertisement credits and Parse platform credits. Invited to Facebook events tailored just for FBStart members to help their startups succeed.

2013 **Best startup team** **Startup Hacks + Student Upstarts**
Attended Startup Hacks hackathon. Developed Spree, flash sales of up to 20 minutes delivered to your mobile. Student Upstarts commended our team focus, communication, and ability to adapt despite unfamiliarity of team members. Won 2 months worth of hot-desking space.

2010 **Most productive team** **Student Finance England**
Awarded for best team productivity throughout SFE including full time permanent staff.

interests & activities

- Mountain biking and road cycling for enjoyment and well-being.
- Deep interest in startup culture and emerging technological trends. Founded a startup and have marketed for Silicon Milkroundabout and the Silicon Valley Internship Programme.
- Second year cousin supporting first year students at Warwick. Provided helpful advice and a point of communication. Maintained contact throughout the year in responding to their questions or concerns.

References available upon request.