

Claude Houle

Lead iOS Developer & Mobile Architect

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PROFILE

iOS developer with 15+ years on Apple platforms and 23+ years total in software development. I specialize in building reliable, scalable mobile products — from architecting shared libraries to leading distributed teams. Passionate about code quality, CI/CD automation, and emerging technologies like visionOS, I turn technical visions into concrete, user-centered solutions.

KEY ACCOMPLISHMENTS

- Stabilized a 450,000-line Swift codebase (200,000 DAU): Achieved 99.999% crash-free session rate and accelerated release cadence from 1/week to 4/day.
- Built and shipped a visionOS-native app selected by Apple for a Vision Pro Dev Kit; launched as the 1st Connected Worker Solution on the visionOS App Store.
- Automated App Store deployments end-to-end: Increased release cadence from 1/week to 4/day and accelerated CI build times by 50%.
- Fast-tracked onboarding of 20 developers internationally via custom training curriculum — team operational within 3 months.
- Designed a shared iOS component library, standardizing practices and accelerating delivery across 15+ client projects.

TECHNICAL SKILLS

iOS & Apple Expertise

Languages	Swift (expert)	SwiftUI	Combine	Objective-C (legacy)
Frameworks	visionOS	ARKit	Core Data	Core Location
Architecture	Modular Architecture	MVVM	Clean Architecture	Design Patterns
Concurrency	Swift Concurrency (Async/Await)	GCD		

Tooling & DevOps

CI/CD	Fastlane	GitHub Actions	Xcode Cloud	MacStadium	Jenkins
Tools	Xcode	Instruments (Profiling)	Firebase	Sentry	Git
Gen AI	Claude integration (code & test acceleration)				

Leadership & Methodologies

Leadership	Mentorship	Code Review	Code Standardization	Technical Recruiting
Methods	Agile (Scrum/Kanban)	TDD	Continuous Integration	
Spoken	French and English (fully bilingual)			

PROFESSIONAL EXPERIENCE

Poka Inc. Architect, Lead iOS, Lead VisionOS

2021 — Present

Architect and technical leader for a leading connected worker platform serving 200,000+ daily active users. Driving evolution toward modern architectures (SwiftUI, Combine) while maintaining legacy systems (Obj-C), ensuring critical stability at 99.999%.

- visionOS Innovation: Led end-to-end development of the 1st industrial solution on the visionOS App Store (secured Vision Pro Dev Kit after Apple review)
- Operational Excellence: Major refactoring effort that raised stability to 99.999% crash-free and doubled test coverage (30% to 60%)
- CI/CD Performance: Migrated pipeline to MacStadium, accelerating builds by 50% and enabling 4 daily releases (up from 1/week)
- Team Leadership: Recruited and trained a distributed team of 20 developers internationally — operational within 3 months
- AI Integration: Optimized workflows through adoption of generative AI tools (Claude), reducing development time by 25%

Appcom Lead Mobile Developer

2019 — 2021

Responsible for delivering mobile solutions for major clients in healthcare, media, and retail. Led the technical team through complete software development cycles for brands like Metro, Super C, and Le Devoir.

- Technical Standardization: Designed a shared iOS framework, optimizing delivery and consistency across 15+ client projects
- Major Deliveries: Technical leadership for flagship applications (Metro & Moi, Biodome de Montreal, AbbVie) from design to deployment
- Automation: Implemented and managed CI/CD pipelines (MacStadium) for the entire client portfolio, industrializing release processes
- Mentorship: Coached junior developers and led knowledge-sharing sessions (lunch-and-learns) to raise overall technical proficiency

Spiria Digital Senior iOS Developer, Architect

2013 — 2019

Architect responsible for designing and evolving custom mobile solutions for major clients. Led the technical aspects of critical projects from requirements definition through go-to-market.

- CAE PreStudy: End-to-end architecture and development of a native iOS application for high-performance aviation pilot training
- Payfare (DiDi/Lyft): Developed mobile clients for a real-time payment platform serving mobility and transportation players (gig economy)
- Cross-platform Solutions: Delivered diverse applications (healthcare, retail analytics, micro-learning) using native and hybrid technologies based on business needs

8D Technologies iOS Developer

2009 — 2013

Pioneer in mobile development for urban mobility (Bixi) within a team combining software and hardware. Worked on large-scale systems under real-world urban connectivity constraints.

- International Deployment: Developed Spotcycle and Solstice apps (bike-sharing), successfully deployed in London and New York
- Augmented Reality Innovation: Designed one of the first AR systems for locating shared bikes, combining video feed with geospatial data (Core Location)
- Network Optimization: Solved complex data synchronization challenges in offline or limited connectivity environments

Accovia Back-End Java Developer

2007 — 2009

- Contributed to the recovery and complete rebuild of the Ibiza platform (Java, Spring, Hibernate) following critical client issues

Compuware Montreal Java Consultant (Morgan Stanley)

2005 — 2007

- Migrated legacy mainframe systems to Java services within a globally distributed team (New York, Budapest, Tokyo)

Mediagrif Java Developer

2003 — 2005

- Developed infrastructure services and reusable components for e-commerce platforms

EDUCATION

Three-year practice-oriented diploma covering C, C++, Java, SQL, Linux, and applied computing.

Capstone project: *End-to-end development of an e-commerce website for an SMB.*