

Claude Houle

Lead iOS Developer & Mobile Architect

claude.houle@gmail.com | Montreal, QC | choule99.github.io/me

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 (Sri Lanka) 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

Languages

Swift Kotlin Java TypeScript SQL

Apple

iOS SDK visionOS SDK SwiftUI UIKit Combine Core Data SwiftData Core Location AVFoundation

Testing

XCTest XCUITest Swift Testing Snapshot Testing

DevOps

Fastlane GitHub Actions Swift Package Manager TestFlight Sentry LaunchDarkly

Practices

MVVM SOLID REST API Design Mobile UX Design Software Architecture Claude Code

Additional

Objective-C RxSwift watchOS SDK macOS SDK Instruments

PROFESSIONAL EXPERIENCE

Poka Inc. Architect, Lead iOS, Lead VisionOS

Oct 2021 — Present

Connected worker platform — 200,000+ DAU, 450,000 lines of Swift + 55,000 lines legacy Obj-C, 99.999% crash-free.

- Built and shipped a visionOS-native app; presented it to Apple, secured a Vision Pro Dev Kit for Poka, and launched the 1st Connected Worker Solution on the visionOS App Store
- Improved codebase stability; implemented refactoring practices and quality processes — achieved 99.999% crash-free rate
- Faced slow, manual releases; built a CI/CD pipeline on MacStadium that improved build speeds by 50% and increased deployments from 1/week to 4/day
- Tackled low test coverage (30%); led an incremental testing initiative alongside refactors to SwiftUI, Combine, and modern architectures, reaching 60% over four years
- Needed to scale the team fast; onboarded 20 Sri Lankan developers with a custom training curriculum, making them productive within 3 months
- Adopted AI-assisted tools (Claude) into the iOS team workflow, reducing coding time by 25%

Mobile development studio — led iOS team across 15+ client projects in retail, healthcare, media, and mobility.

- Designed shared iOS framework for use across 15+ client projects; reduced code duplication and development effort by 50%
- Led the team in adopting a new development methodology; accelerated delivery cycles and improved quality — increased client satisfaction by 40%
- Owned CI/CD pipelines on MacStadium; automated App Store deployments and release processes across all client apps
- Mentored junior developers through 1:1 sessions and organized lunch-and-learns to foster continuous learning

Custom software agency — responsible for creating initial architecture and evolving it with client requirements.

- CAE PreStudy: took the project from requirements through delivery, building a native iOS app for aviation pilot training end-to-end
- Payfare (DiDi/Lyft): developed iOS and Android clients for an early payment platform serving gig economy drivers
- BookJane: built an iOS app for healthcare workforce management
- Acosta SLTouch, Skillable: delivered hybrid and PWA solutions across the full stack for retail analytics and micro-learning

Software and hardware for bike-sharing systems — pioneering mobile development for urban mobility.

- Developed the Spotcycle and Solstice iOS apps for bike-sharing, supporting city-wide deployments in London and New York City
- Pioneered the first-ever Augmented Reality bike-sharing finder by combining live camera feed with Core Location data
- Solved for unreliable connectivity across entire cities — early mobile engineering under real-world constraints

- Architecture Team member on Ibiza Project — rebuilt travel platform with Java/Spring/Hibernate after critical client recovery

- Morgan Stanley Libra project — migrated mainframe systems to Java; globally distributed team

- Built core services and reusable components on the Software Infrastructure team for e-commerce products

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.