

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 (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
- Inherited a fragile codebase with frequent crashes; implemented refactoring practices and quality processes that raised the crash-free rate to 99.999%
- 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 10%

Appcom Lead Mobile Developer

Nov 2019 – Oct 2021

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

- Found duplicated effort across 15+ client projects; designed a shared iOS framework of documented, unit-tested components that standardized patterns and accelerated delivery
- Led the mobile team through full project lifecycles for Metro & Moi, Super C, FoodBasics, AbbVie, Le Devoir, Biodome de Montreal, Christies, TaxiCoop, and others
- 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

Spiria Digital Senior iOS Developer, Architect

Nov 2013 – Nov 2019

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

8D Technologies iOS Developer

Oct 2009 – Oct 2013

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

Accovia Back-End Java Developer

Oct 2007 – Oct 2009

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

Compuware Montreal Java Consultant

Oct 2005 – Oct 2007

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

Mediagrif Java Developer

May 2003 – Oct 2005

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

EDUCATION**Computer Science Technology** Cégep Édouard-Montpetit, Longueuil, QC

2003

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.