



# Claude Houle

## Lead iOS Developer & Mobile Architect

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### PROFILE

iOS developer with 15+ years on Apple platforms and 21+ years total in software development. Passionate about making great mobile applications that make a difference in end users' daily lives through exceptional user experience. From visionOS pioneer (day-one App Store launch) to leading teams on a 450,000-line Swift codebase serving 200,000+ daily users with 99.999% crash-free sessions.

### KEY ACCOMPLISHMENTS

- Maintained a 450,000-line Swift codebase serving 200,000+ DAU with a sustained 99.999% crash-free session rate
- Designed and shipped a visionOS-native app that impressed Apple and earned Poka a Vision Pro Dev Kit — launched as the 1st Connected Worker Solution on the visionOS App Store
- Automated App Store deployments end-to-end, increasing release cadence from 1/week to 4/day and CI build speeds by 50%
- Onboarded 20 Sri Lankan developers with a custom training curriculum — team productive within 3 months
- Built a shared iOS component library at Appcom that standardized patterns across 15+ client projects and accelerated delivery

### 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

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

#### Also

Objective-C RxSwift watchOS SDK macOS SDK CocoaPods 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.

- Saw an opportunity in Apple's new platform; independently designed and built a visionOS-native app, presented it directly to Apple, earned a Vision Pro Dev Kit, 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, Warp.dev) into the iOS team workflow, reducing coding time by 10%

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

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

- Joined the Architecture Team on the Ibiza Project after a critical client recovery; helped rebuild the platform from the ground up with Java, Spring, and Hibernate, delivering on time and on budget

- Assigned to Morgan Stanley's Libra project to migrate mainframe COBOL to Java services; worked within a globally distributed team across New York, Budapest, Tokyo, and Vancouver

- Joined the Software Infrastructure team; built core services and reusable components adopted by multiple e-commerce product teams

## EDUCATION

Three-year practice-oriented diploma covering C, C++, Java, SQL, Linux, and applied computing — comparable to a U.S. associate degree in computer science.