

# 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.