



Claude Houle
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Montreal - South Shore

I am a Senior Mobile Software Engineer with over 21 years of experience, 15 years specifically on iOS. I am passionate about making great mobile applications for end users, and make a difference in their daily lives through a great user experience.

Notable projects & Achievements

Poka Vision for Apple Vision Pro

After the official availability of the VisionOS SDK, I lead the initiative of creating a prototype of a Vision Pro application that eventually got presented directly to Apple for the opportunity of receiving a Vision Pro Development kit.

The Apple folks were so impressed by what we were able to achieve in the short amount of time we had, they granted us a Development Kit, which allowed us to release the 1st ever Connected Worker Solution for the Vision Pro.

Poka for iPad, iPhone and Mac Catalyst

Implemented a series of refactoring and processes that increased the iOS development team productivity, overall quality, and general end-user satisfaction. As a result, the application's crash-free session rate increased to 99.999%.

Integration of a new Sri Lankan iOS Development Team

Successfully onboarded and integrated a team of Sri Lankan developers into our organization, ensuring a seamless transition and alignment with company standards and practices.

Fostered a collaborative work environment by bridging cultural gaps and promoting mutual understanding, which improved team dynamics and performance.

Designed and implemented a detailed training curriculum tailored to the unique needs and skills of the Sri Lankan developers, accelerating their onboarding and contribution to the team.

Tech Skills

Programming Languages:

- Swift / Objective-C
- Java / Kotlin

Library & Frameworks:

- SwiftUI, UIKit
- iOS, MacOS, VisionOS
- Combine, RxSwift
- CoreLocation, MapKit
- CoreData, Swift Data
- AVKit, Core Image
- Core Animation

Design Patterns & Principles:

- MVVM
- MVC
- REST API Design
- Mobile UX Design
- Software Architecture

Development Tools

- Xcode
- Git
- Swift Package Manager

Quality & Testing

- XCTest / XCUITest
- Snapshot Tests
- SwiftyMocky

DevOps & Automation

- Github Workflows
- Sentry
- LaunchDarkly

AI Tools:

- Claude Code
- Warp.dev

10/2021 - Present

Poka Inc.

Architect, Lead iOS, Lead VisionOS

Poka is a connected worker platform with over 200 000 daily active users that helps manufacturers improve productivity and knowledge sharing on the factory floor. It centralizes communication, training, and digital work instructions to empower frontline workers and streamline operations.

I lead the iOS Team on multiple applications, including development, analysis, documentation of various development efforts throughout the SDLC:

- Performed Research & Development on new technologies and concepts relating to iOS and Vision OS.
- Established effective communication protocols and tools that facilitated clear and efficient collaboration between the different departments including Product Manager and UX Designers.
- Conducted individual mentoring sessions to support team members' professional development, offering personalized guidance, feedback, and support that improved performance and career growth.
- Hosted regular lunch & learn sessions to promote continuous learning and knowledge sharing within the team. These sessions covered a wide range of topics, enhancing team skills and fostering a culture of ongoing education.
- Created development tools for the development team to turbocharge their productivity, decreasing boiler plates, and enabled the team to focus on actual features
- Integrated a new CI/CD Pipeline on MacStadium, improving build speeds by 50%.
- Integrated a series of tools that automated deployment on the iOS App Store, removing the need for a human in the process, increasing deployments from 1 per week to 4 per day.
- Integrated AI Assisted Tools into the iOS Team Workflow, further decreasing time spent executing repetitive tasks, and enabling the team to increase their individual velocity

11/2019 - 10/2021

AppCom

Lead iOS Developer

AppCom is a small mobile development studio that develops and maintains numerous mobile applications for a variety of clients.

As part of Appcom, I lead the iOS Team on multiple projects, including development, analysis, documentation of various development efforts throughout the project(s).

Relevant apps for which I lead the development / maintenance:

Metro & Moi, Super C, FoodBasics, Abbvie Maviret, WKND Radio, BLVD Radio, Le Devoir, Biodôme de Montréal, Christies Luxury Art, BeautéStar, MPN Genie, Amigo Express, TaxiCoop, Technic and iQuad.

11/2013 – 11/2019

Spiria Digital

Senior iOS Developer, Architect

Spiria Digital is a software engineering firm that builds custom digital solutions, modernizes legacy systems, and supports clients in digital transformation.

Responsible for creating the initial architecture of the software projects and update them based on the evolving requirements of the customers as they were communicated to the development team.

Relevant apps for which I lead the development / maintenance:

- *CAE PreStudy Application*
- *Bookjane*
- *Payfare DiDi / Lyft*
- *Skillable App*
- *Acosta SL Touch*

10/2009 – 10/2013

8D Technologies

iOS Developer

8D Technologies is a Montreal-based company that built software and hardware for bike-sharing and automated parking systems, including solar-powered POS stations and back-end platforms.

Responsible for the development, analysis, testing, and documentation of the Spotcycle iOS Application, and the Solstice Mobile Application for iOS.

Implemented the first ever Augmented Reality Bike Sharing Finder by combining the Live Camera Technologies with Core Location.

Other Development Experience (6 years)

10/2007 – 10/2009	Accovia	Java Developer
10/2005 – 10/2007	Compuware	Java Developer
05/2003 – 10/2005	Mediagrif	Java Developer

Education

09/2001 – 05/2003	Collège Édouard-Montpetit	Technique de l'Informatique
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A 3-year training on technologies like C, C++, SQL, Oracle, HTML, CSS, JavaScript and numerous good practices regarding requirements gathering, analysis, testing, planning and general programming.