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 21+ years total in software development. From stabilizing a 450,000-line Swift codebase at 99.999% crash-free to shipping a day-one visionOS App Store launch, I build mobile products that deliver measurable gains in reliability, release cadence, and user adoption.

KEY ACCOMPLISHMENTS

- Stabilized a 450,000-line Swift codebase serving 200,000+ DAU — drove crash-free rate to 99.999% and release cadence from 1/week to 4/day

- Built and shipped a visionOS-native app; secured a Vision Pro Dev Kit for Poka following an Apple review — 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   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, Warp.dev) 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

- 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

Compuware Montreal *Java Consultant*   Oct 2005 — Oct 2007

- 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

Mediagrif *Java Developer*   May 2003 — Oct 2005

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

EDUCATION

Computer Science Technology *Cégep Édouard-Montpetit, Longueuil, QC*   Sept 2000 — May 2003

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