

Colton Lemmon

Core Bluetooth | Core Data | CloudKit | SceneKit | RESTful API | CocoaPods | Carthage
Subversion | Git + Github | Swift | Objective-C | JavaScript

Experience

VERISTRIDE - JUNE 2017 - CURRENT

iOS Developer

- Developed native iOS apps that connected to custom BLE hardware to help physical therapists in measuring and tracking walking data with patients.
- Streamed and saved data simultaneously from two in-house BLE devices at a rate of 2000 bytes/sec each.
- Communicated with local API via URLSession for login.
- Created custom internal iOS framework utilized by all iOS apps, which included support for BLE and Networking.
- Persisted data from hardware so it could be verified before saving the data to the server.
- Wrote custom verification to insure data accuracy.
- Used SVN for version control and collaboration.

Projects

SHOT TRACKER - NATIVE IOS APP - EASILY FOLLOW YOUR RECOMMENDED INJECTION SCHEDULE

- Used SceneKit to display, animate, and manipulate a 3D mesh.
- Created transitions based on which part of the 3D mesh was selected and display more detailed representation of the mesh.
- Persisted data using Core Data.

WORKOUT LOG - NATIVE IOS APP - TRACK WORKOUTS TO GET THE MOST OUT OF YOUR GYM TIME

- Persisted data locally using Core Data.
- Created Core Data model to model data relationships between workout routines, days, exercises and sets.
- Dynamically persisted data as the user entered in fields.
- Worked with AVFoundation to implement Camera and Photo Library functionality.
- Designed minimalistic UI with features like haptic feedback.
- Created custom TabBarController to give a more customized feel.

FIREMEMES - NATIVE IOS APP - CREATE AND SHARE MEMES ANONYMOUSLY WITH NEARBY FRIENDS

- Lead a team of three developers.
- Used technologies such as: CloudKit, MapKit, and Core Location to store and retrieve data based on users location and the day.
- Created custom UI and animations using CoreGraphics for an easy to use, sleek, and natural feeling app.
- Used git in the command-line to handle merge conflicts from pull requests submitted by other developers.

Education

DEVMOUNTAIN - FULL TIME IMMERSIVE IOS PROGRAMMING BOOTCAMP

An immersive 12-week Boot Camp that focuses on teaching iOS Development through a project based curriculum.