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| Matthew Ferguson  iOS Developer, Mobile Architect & Management | Sarasota, FL 34243  [matthewfer@yahoo.com](mailto:matthewfer@yahoo.com)  https://www.linkedin.com/in/matthew-ferguson-a79360102/ <https://github.com/matthewferguson> |

• Summary

An experienced and results-driven mobile app architect and developer who excels at leading teams to deliver mobile solutions that exceed client expectations. 14 years of demonstrable experience in mobile development. Able to combine technical knowledge with leadership skills to oversee the full mobile development lifecycle, from ideation to deployment so that projects meet all goals and exceed standards of excellence. Continually strive to promote a workplace that champions communication, collaboration, and meticulous attention to detail so critical issues are addressed and teams are synchronized in all efforts. Interest in the innovations that drive the mobile development industry ensures that any ideas brought to the table are based on current trends in emerging technologies. Full understanding of mobile UX and UI design best practices.

Technical Proficiencies

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| Mobile Technologies: | iOS (SDK 2–16) and Android (SDK 6,8). |
| iOS Specific Frameworks: | SwiftUI, Core Data, Combine (Async Events), Combine RESTful API/APIs, APIs & URLSession, UIKit & Storyboard, Audio, XCTest, Core Location & Geo Fence, Core Bluetooth, Accelerate, MapKit, Accessibility (VoiceOver), Contacts, BackgroundTask, Core Graphics, Core Animation, Swift Package Manager (Xcode SPM) and Notification. |
| Programming Languages: | Swift (5yrs), Objective C, Java, C++, and C. |
| Relational Database: | SQLite, SQLite Encryption Extension, Core Data, and Android Room. |
| Cloud Services: | Google Firebase, Amazon AWS (EC2, S3), and iCloud/Cloud Kit. |
| Operating Systems: | Apple iOS 3.0–16.x, iPadOS, Android, VxWorks (RTOS), UNIX, macOS, and Windows. |
| Development Tools: | Xcode 3.x-14.x, CocoaPods, Test Flight, Android Studio, GIT, and Microsoft VS 6.0. |
| Design and Process Tools: | SDLC methodologies, Atlassian Bitbucket, Confluence, and JIRA. Agile/Sprints/Kanban Boards. |

Career Experience

PasswordCaptain.com/MobileSandbox.com, Irvine, California (Remote Sarasota, FL) Apr 2023 – Present

Senior iOS Developer, Mobile Architect, and Mobile Team Lead

Oversee daily operations, such as updating the password manager’s user interface (UI) and deploying features that enhance the password manager's functionality on iOS 16 and iPhone 14s. Evaluate app store reviews and updates, while ensuring that reviews and submissions of new versions are launched on time. Conduct R&D activities that align with a new cloud-based backup and sync across multiple devices as well as the direct authentication lifecycle. Introduce optimizations and improvements that avoid discrepancies. Demo video:

* Currently in the Apple App Store: PasswordCaptain.
* Support the launch of new paid subscription models in 2023.
* Ensured stability and reliability of password manager by promptly addressing complex problems or bugs.
* Finished first Firebase database cloud sync for efficient data storage and retrieval; under test and not deployed.
* Played a vital role in accomplishing auto layout/UI design for the new iPhone 14 and iPad devices; deployed under version 6.6.
* Created all the code, deployed continuously for 10 years, and oversaw all bug fixes as an individual contributor.

UnitedHealthGroup.com, Minneapolis, Minnesota (Remote Sarasota, FL) Aug 2021 – Apr 2023

iOS Technical Team Lead & Senior iOS Developer

Directed a contemporary iOS application development team with 97% SwiftUI conversion, Combine, 100% Swift 5, and 100% Swift Package Manager use code base. Advised teams on technical optimizations aimed at increasing customer satisfaction. Maintained and enhance the legacy source code so it was consistently compatible with evolving business needs. Aided teams in resolving complex queries through collaboration. Coordinated sprints so key projects met tight deliverable deadlines.

* Currently in Apple App Store: Level2 Health.
* Architect Documents: Data Flow Diagram (DFD) and Security Audit UML Class Diagram.
* Led the successful conversion from UIKit to SwiftUI.
* Suggestions pitched in team meetings led to better process effectiveness.
* Played a significant role in controlling the app's architectural security direction.
* Entrusted to oversee the direction, architecture, and maintenance of legacy source code.
* Demo video: <https://www.dropbox.com/s/lxbtlk00he483h8/Level2_App_20230102.mov?dl=0>

T-Mobile Retail, Bothell, WA (Remote Irvine, CA) Aug 2020 – Feb 2021

Mobile Architect & Senior iOS Developer (Contract)

Mentored two entry-level developers to enhance their technical skills and professional growth. Collaborated with cross-functional teams (i.e., designers, product managers, and backend developers) to fulfill all project requirements. Took part in architectural discussions that streamlined the technical direction of key projects. Offered technical insights and innovative solutions to stakeholders.

* Designed and initiated high-quality iOS applications following best practices and coding standards.
* Performed code reviews and delivered feedback to maintain code quality and ensure adherence to project guidelines.
* Completed all deliverables for the Mobile Architect R&D conversion project by the scheduled deadline.
* Finished the Mobile Architect R&D conversion project, resulting in options to consolidate 20 apps into 5.
* Presentation:<https://www.dropbox.com/s/vtrb331lqprhqqa/Weekly%20Session%20Robotech%20System%20Engineering%20%28Updated%20Agenda%20-%20Technical%20Trade%20Study%20%20%20DelegateInterface%20versus-20201119%202210-2.mp4?dl=0>

WETDesign.com, Los Angeles, CA Aug 2019 – Feb 2020

Senior iOS Developer

Collaborated with the team to preserve and integrate custom fountain deliveries within the Swift codebase. Redesigned the fountain scheduler and incorporated optimizations that improved scheduling efficiency. Created and merged new web services that supported functionality and data exchange between iOS apps and server-side systems. Partnered with design and UX teams to develop a more user-friendly interface. Wrote clean, efficient, and sustainable Swift code that adhered to all best practices and coding standards. Tested and debugged iPadOS apps to identify and fix further issues.

* Successfully converted the existing Objective-C source codebase to the latest Swift language.
* Identified and specified a new replacement embedded hardware system that prevented fountains from sporadically restarting.
* Recognized as a subject matter expert for delivering new and existing fountains.
* Launched the revamp of the fountain scheduler using the Swift language server, Vapor Server-Side.

MobileSandbox.com, Albuquerque, NM May 2017 – Aug 2019

iOS Developer/Mobile Architect/Mobile Team Technical Lead/Management

Set project scopes and delegated assignments to the mobile team, adjusting workflows as needed to ensure the timely completion of projects. Designed and executed a data-driven event-driven architecture for a contracted Android and iOS Hurricane First Responder Application. Built a reputation of reliability by identifying and resolving issues which minimized the number of crashes users experienced when using apps. Collaborated with designers and backend developers to deliver high-quality, user-friendly applications. Employed security measures and introduced best practices to safeguard user data in the wholly-owned password manager app.

* Devised and improved a music distribution app, including user creation, login functionality, audio track playlist management, multiple device login, and seamless audio playback with specialized stretch and compress algorithms.
* Collaborated with the team to implement bridged Objective C 2.0 and C++ specialized runtime audio playback libraries within the Swift 4 development environment.
* Led the Hurricane First Responder map app architecture, featuring connections to three GEO API servers, Restful Swift URLSession support, the use of Core Data for its data-driven event-driven, and real-time UI map frameworks.
* Serviced 25K+ PasswordCaptain users, 9–14 daily sessions per device, and 10 years of deliveries with <300 crash reports.
* PowerMusic Demo Video: [https://www.dropbox.com/s/tu0ue0srb0hxenp/FinalPMNow5.mov?dl=0](https://www.dropbox.com/s/tu0ue0srb0hxenp/FinalPMNow5.mov?dl=0 )
* Verde Demo Video: <https://www.dropbox.com/s/vmtvkqanqsw17iz/VerdeIGAPPDemo.mp4?dl=0>

Additional Experience

Senior Mobile Programmer/Mobile Team Lead, Rural Sourcing – Albuquerque, NM

Senior iOS Developer, Capital Group Companies, Inc./Sapient/FStone – Los Angeles, CA

Mobile Technical Team Lead (iOS and Android), Mitsubishi Union Bank/Xavient/Business Integra – Los Angeles, CA

Level 3 Application Developer, Northrop Grumman – Boulder, CO

Technical Team Lead/Assist PM/Level 3 Application Developer, Boeing – Albuquerque, NM

Education

B.S. in Computer Science, University of Arizona – Tucson, AZ

B.B.A. in Management, University of New Mexico – Albuquerque, NM