

Jason Mitchell iOS Developer

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ABOUT

I'm a U.S. Marine veteran that became a self-taught developer, starting in 2013. I'm always eager to learn new things and have had the chance to explore many technologies and work in several different environments. I've attended multiple code camps, security conventions, and developer Meetup events.

I enjoy sharing my knowledge and helping others. I follow news and updates related to iOS development and Swift... and yes, I have an app in the App Store.

HISTORY

5/2018 - Present

iOS Developer @ *U-Haul International*Performed on a small team of iOS developers supporting "legacy" mobile applications and creating several new apps. Worked with many first party frameworks in addition to utilizing third party frameworks, where applicable. Also migrated Objective-C codebases to Swift.

1/2018 - 5/2018

iOS Developer @ Freelancer Consulted with small business leaders, contributing input and guidance in the development of iOS applications.

10/2016 - 5/2018

Network Administrator @ Rockford Corporation Worked in a small IT Department, which allowed me to "wear many hats". Devised solutions to automate and streamline the workflow within the department.

EDUCATION

2019

Certificate of Distinction 100 Days of Swift by Hacking with Swift

2018

The Complete iOS App Development Bootcamp London App Brewery

2016

B.S. Information Systems Security *University of Phoenix*

2014

Certified ScrumMaster Scrum Alliance

SKILLS

Languages

My focus is Swift and iOS development, but previously I dabbled a bit in Python, HTML, CSS, and JavaScript.

Agile

I enjoy working in agile environments, such as Scrum and Kanban.

Tools

I've used many different tools and systems and am quick to learn new ones. Some applicable examples are Xcode, Git, GitHub, Azure DevOps, Bitbucket, JIRA, Sketch, Crashlytics, Visual Studio App Center, and Postman

Scrum Master Apollo Group Project Manager Dimension Data Network Admin Rockford Corp iOS Developer Freelancer iOS Developer U-Haul