

IOS DEVELOPER IOT ENTHUSIAST START-UP CRAZY

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Skills

- Swift/Objective-C
- iOS Apps & SDKs
- Git, Github, Bitbucket
-) Node.js
- React-Native
- UI/UX Design
- **)** Java
- **)** Python

Daniel Sykes-Turner

Introduction

I'm a friendly yet competitive person who focuses on doing what I love. This includes learning new tech, hackathons, and improving the quality of day to day life.

Work

Software Engineer, Localz

4 years (2014 - current)

I've build iOS SDK and app solutions for two major services: LastMile Click&Collect and LastMile Delivery. The team I work in is a small, agile, and highly communicated team that occasionally gives me opportunities to learn new languages such as React-Native and Node.js.

Software Engineer, Cyara

7 months (2016 - 2017)

Within 3 months I setup a mobile department by building and publishing Cyara's first iOS app, as well as training developers in Swift to continue after my internship. I also worked on other teams including Sale Marketing, Design, New Product Development, and Quality Assurance.

Education

Bachelor of Software Engineering, Monash University

4 years (2014 - current)

I have achieved a distinction average while taking on extra activities such as acting Treasurer of the IT club managing over \$50k, and helping run the student hackathon UNIHACK.

Personal

- Founded Universe Apps at age 16 to sell iOS apps, with over 500k downloads
- Built automatic curtains, toggling based on a light threshold http://bit.ly/2zSX42x
- Selected from over 700 students to participate in Monash's Global Discovery Internship, to work in NYC with LiveTiles http://bit.ly/2iS03xw
- Won Facebook's Melbourne Regional Hackathon