



IOS DEVELOPER  
IOT ENTHUSIAST  
START-UP CRAZY

## Contact

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DSykesTurner

## 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 and competitive person who focuses on building products that are simple yet impactful. I enjoy learning things fast, good coffee, and the great outdoors.

## Work

### Software Engineer, Localz

4 years (2014 - current)

I've write and design iOS SDKs and apps for 'Iconomy' services: LastMile Click&Collect and Delivery. The team I work in is a small, agile, and highly communicated team that occasionally gives me opportunities to pickup 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)

Achieved distinction average while taking on extra activities such as additional units, 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