

Freelance Projects:

Thumbtack

www.thumbtack.com

01 February 2014 - 15 December 2014

Contracting with [Carbon Five](#)

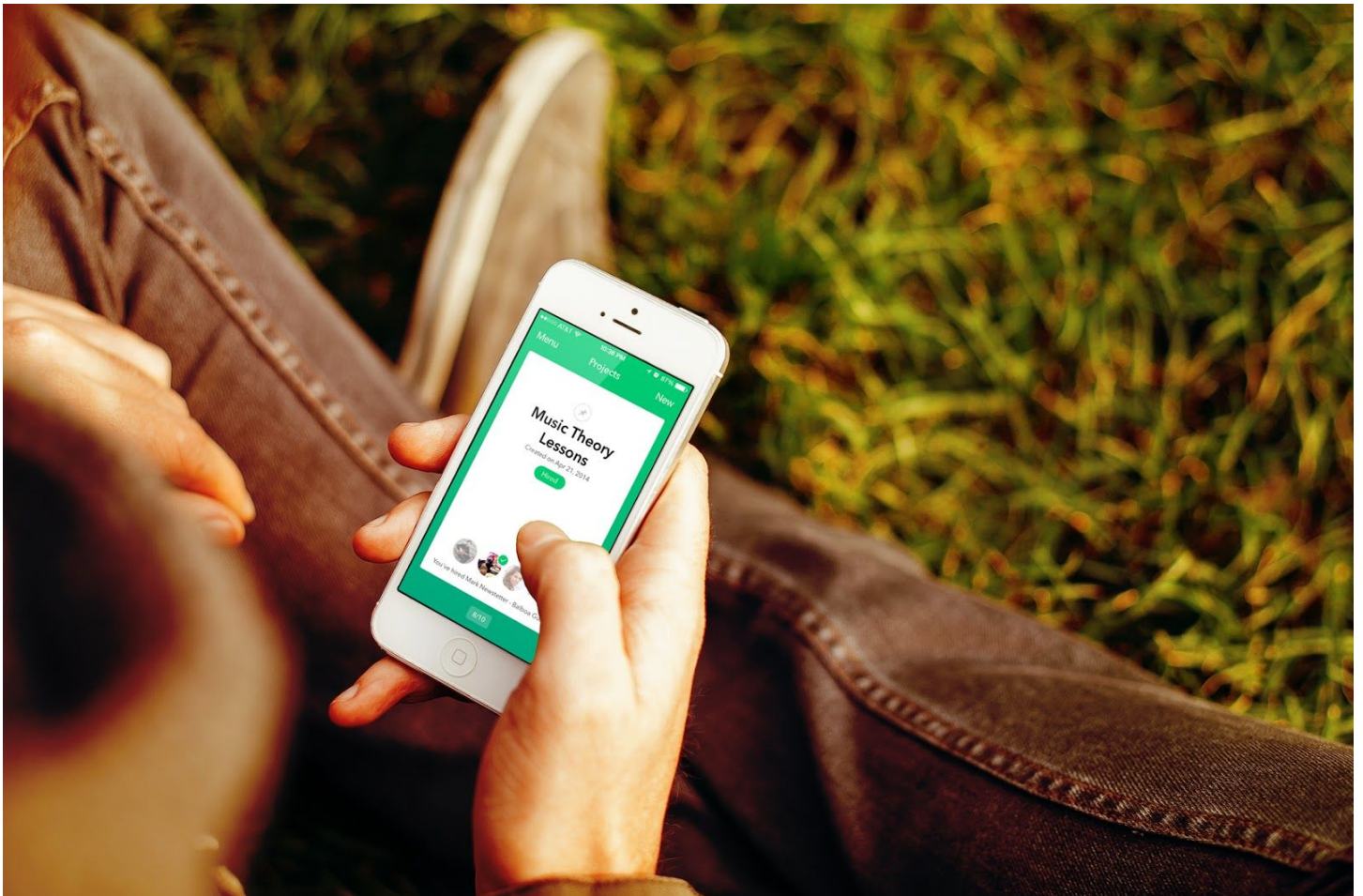
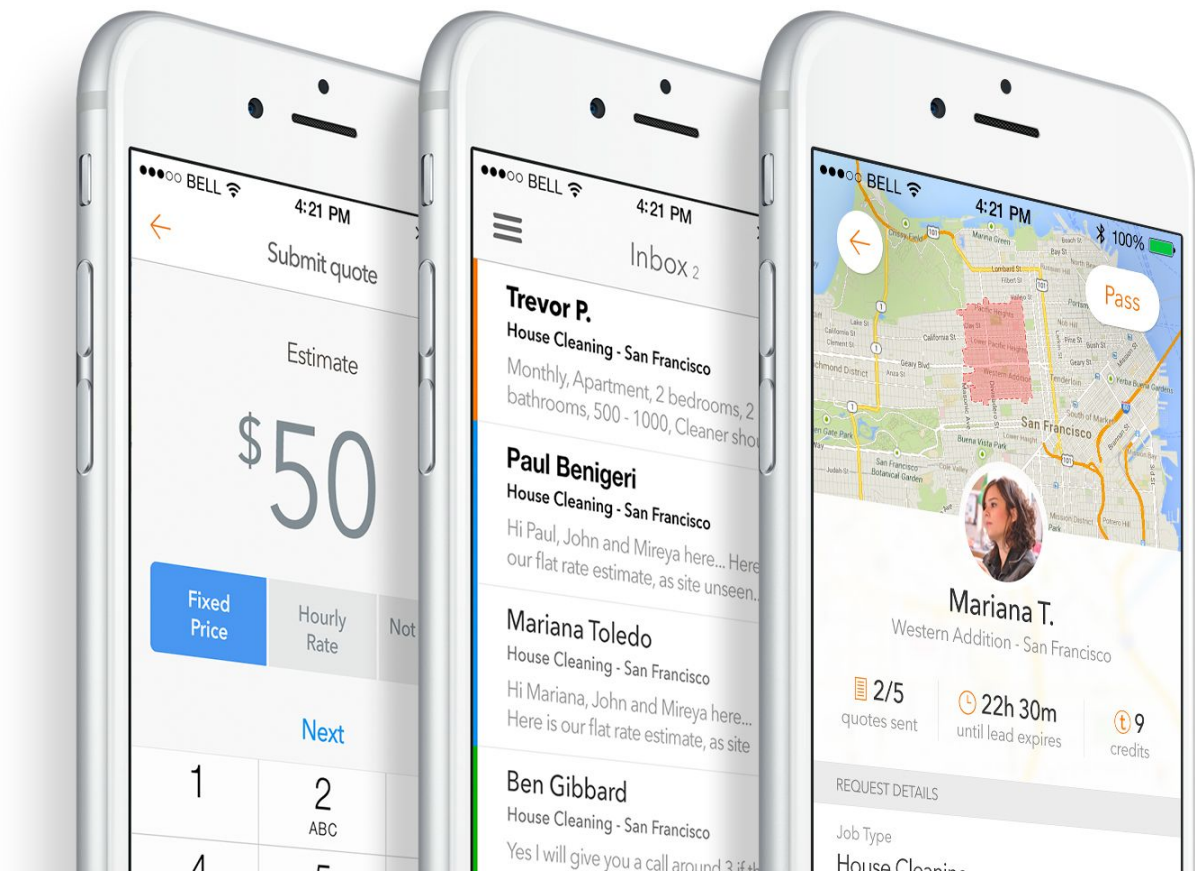
- For Thumbtack, I worked with Carbon Five - an agency specializing in web and mobile app development, design, and consultancy. Working closely with members of both C5 and Thumbtack, I helped to deliver 2 large scale iOS applications which served as the cornerstone of their business.
- Expectations for my role included helping teach C5 developers who were fluent in bleeding-edge Web tech how to develop applications for the iOS platform as native iOS had become my speciality. Together we learned a quite a lot from each other.
- I was one the first 3 developers to begin work on the first iOS application for Carbon Five's client. The team grew to 8 iOS devs and 4 server devs, as well as product managers, so close collaboration was key to remaining a healthy and productive team.
- I played a key role in making technical decisions around application architecture, tooling, and workflow, helping to keep our team as a whole productive and making it easier to bring new developers on board.
- Actively influenced the design and UX/UI of the product by participating in discussions, either in meetings or as we worked.
- I switched over to work on the server side working with Python + Pyramid some of the times during a bottleneck where the server side was blocking client-side productivity.
- Participated in code reviews, merged pull requests.
- Behavior-driven development practices were used to ensure code quality. Unit tests, functional tests, and UI tests covered a large percentage of the codebase.

iOS app store link (for consumers):

<https://itunes.apple.com/us/app/thumbtack-consider-it-done/id852703300>

iOS app store link (for professionals):

<https://itunes.apple.com/us/app/thumbtack-for-professionals/id908795016>





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★★★★★ \$500



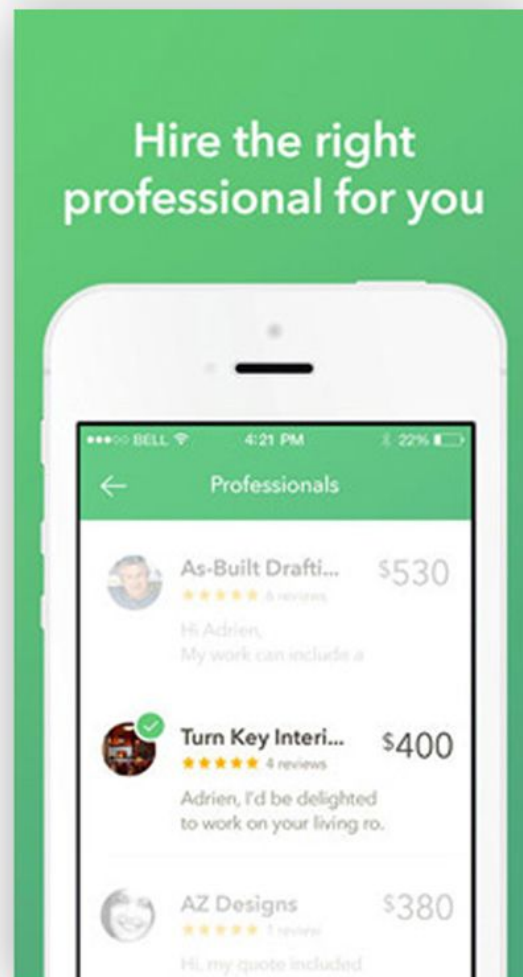
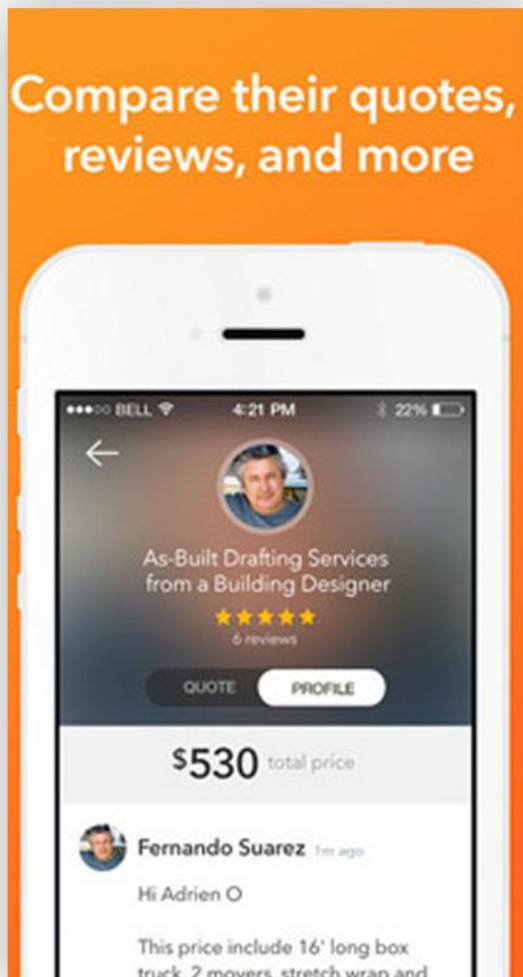
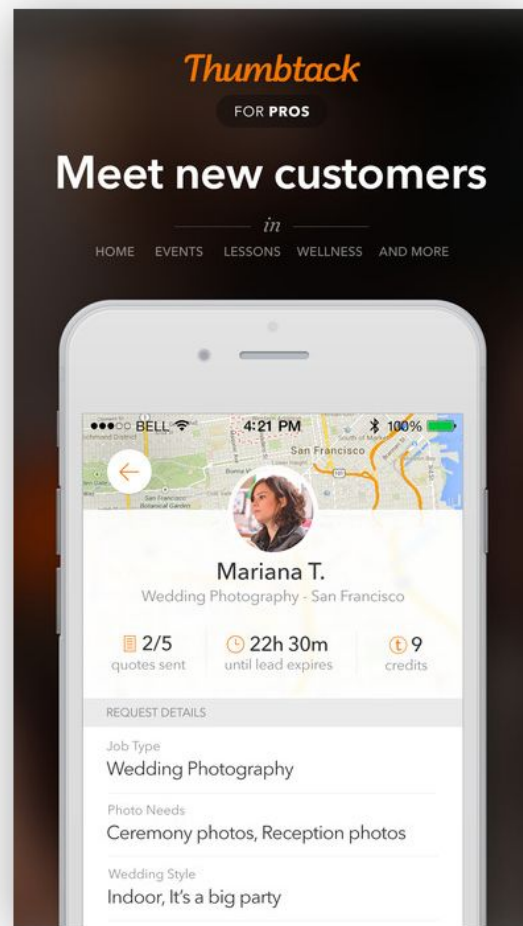
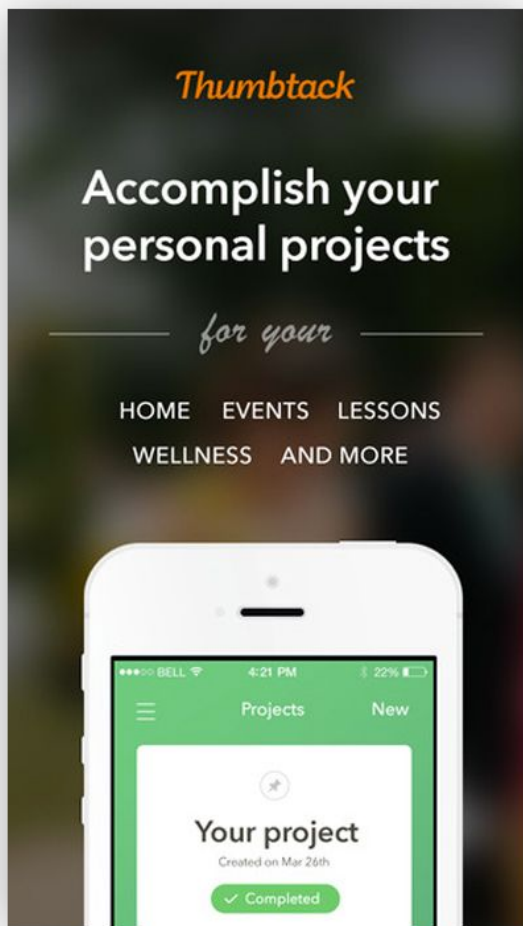
★★★★★ \$750

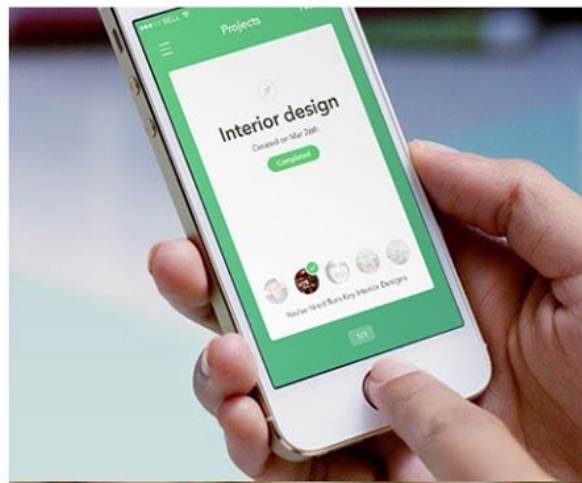
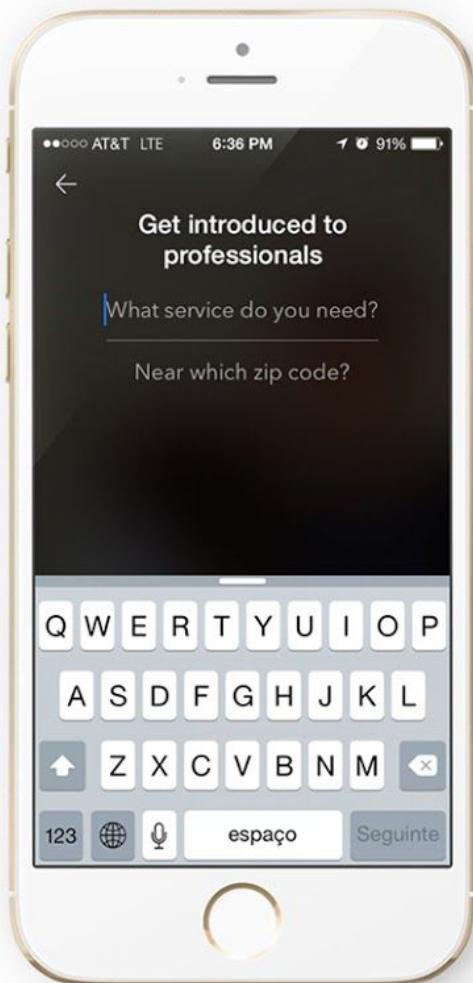


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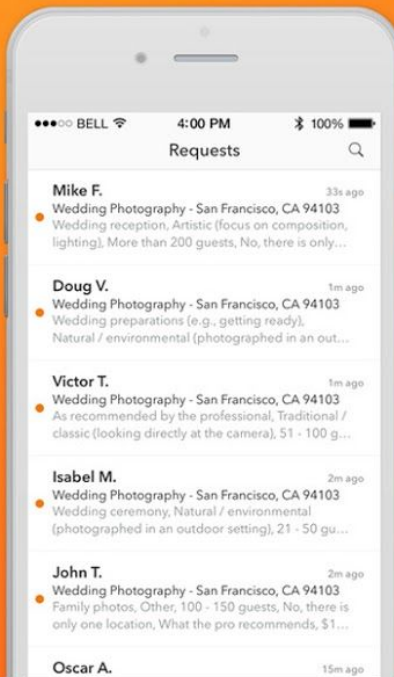


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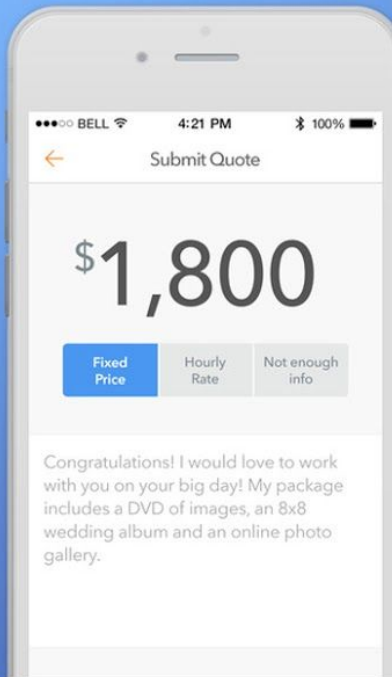




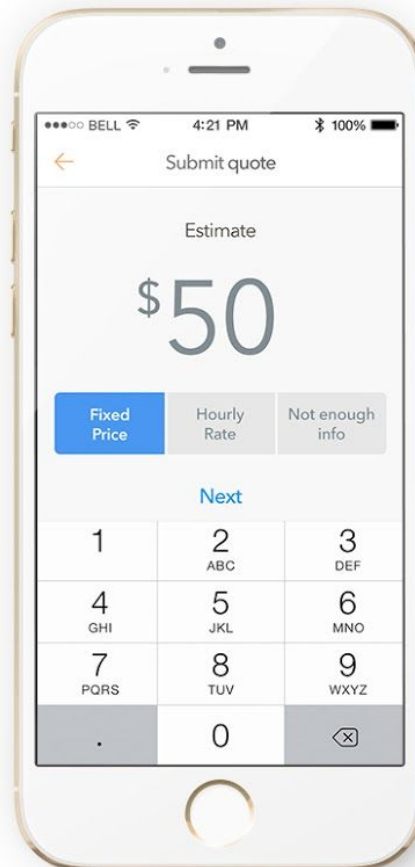
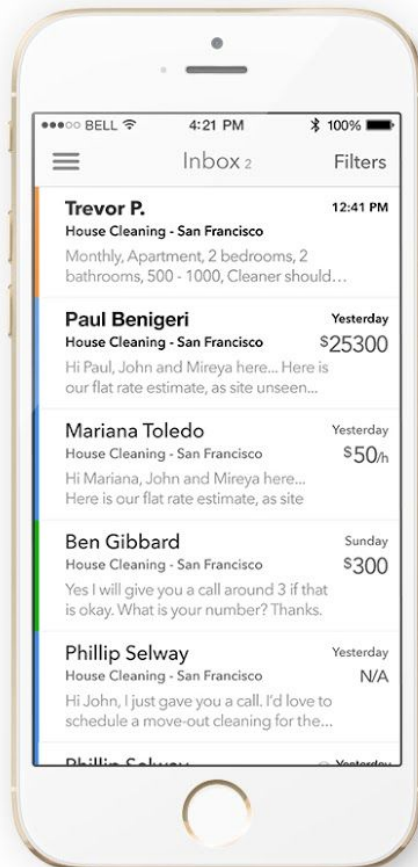
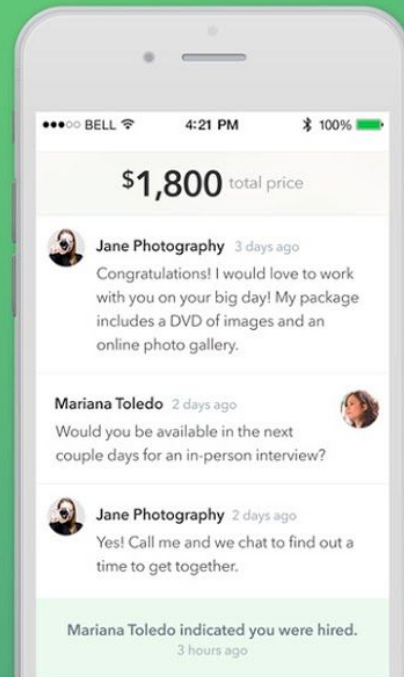
Customers
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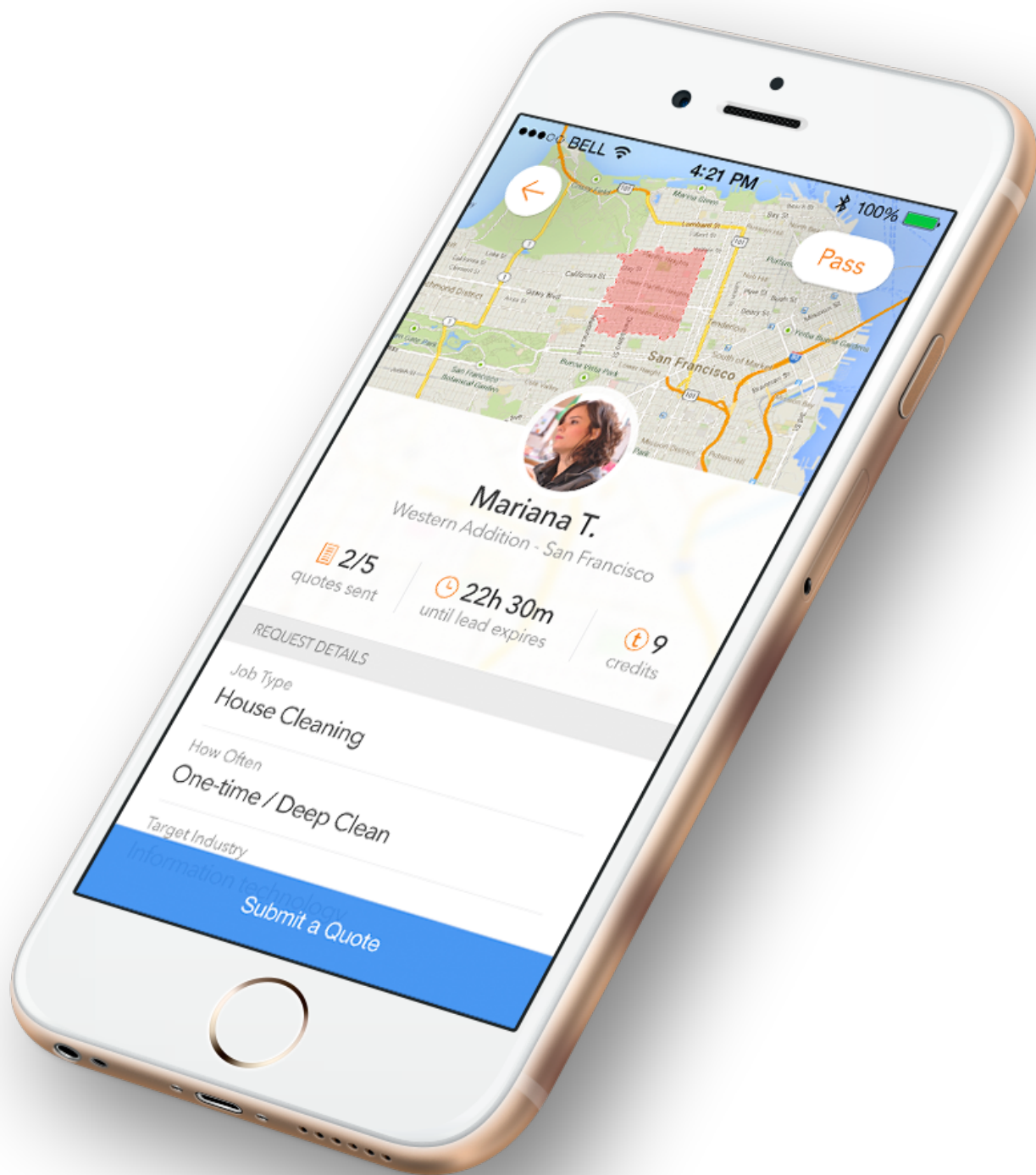


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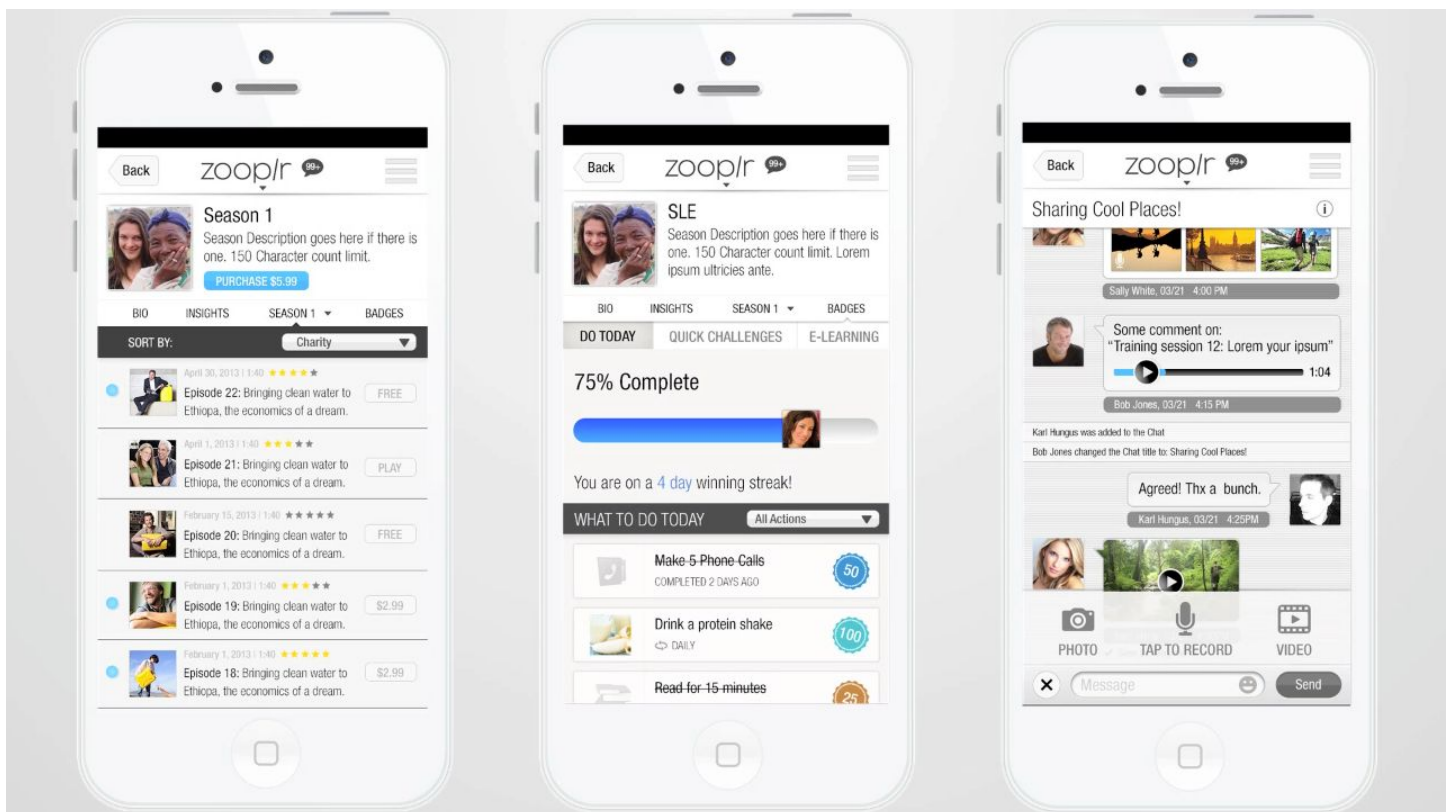
Zooplr

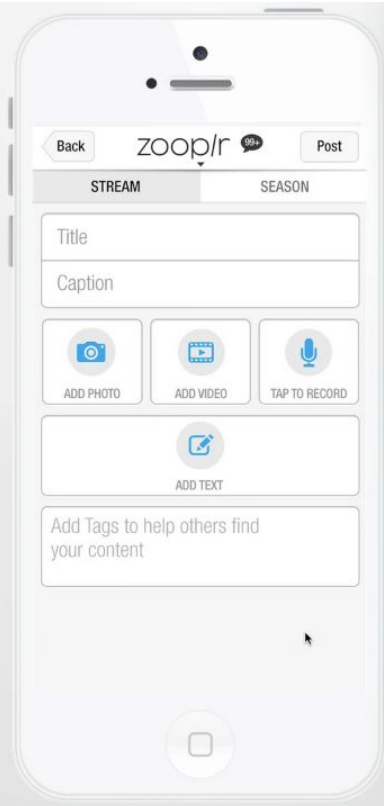
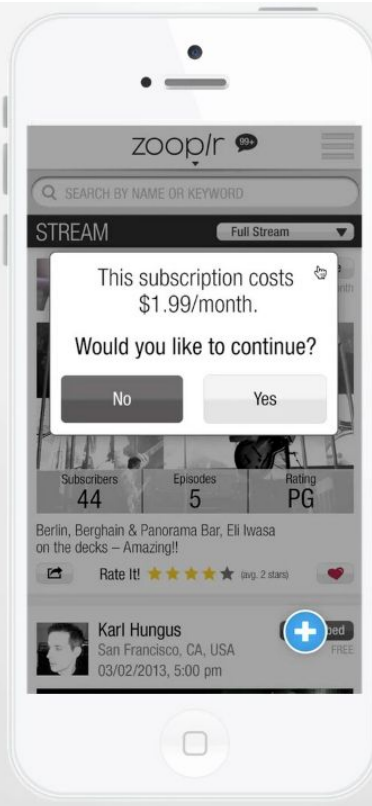
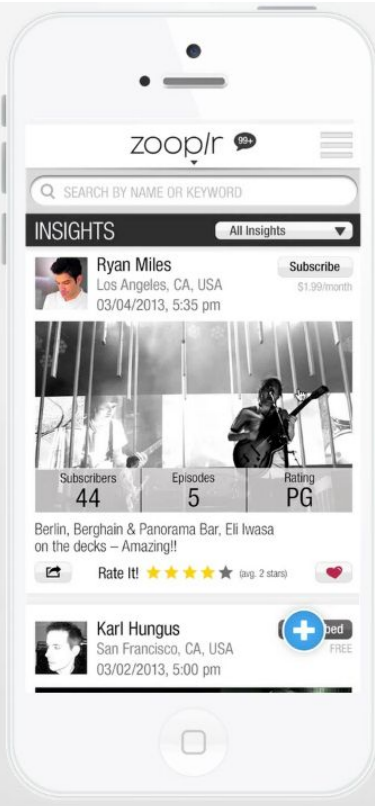
www.zooplr.com

01 July 2013 - 31 August 2013

Contracting with [Monsoon Co](#)

- Zooplr was something like 6 apps rolled into 1. The project scope was huge, which is probably why I never saw it launch to the app store after I chose to put my contributions elsewhere.
- I contracted with Monsoon to contribute to Zooplr and to help bring my iOS expertise to another new team member.
- We worked with the latest iOS APIs, before iOS 7 was released - the changes happening before 7 were quite invasive, so there was a lot of chasing a moving target.
- Assisted the server engineer in design decisions around how to implement the authentication for mobile, and many other aspects of the server-side API





Projects with Mentally Friendly:

10 December 2015 - 26 August 2016

Sleepsense

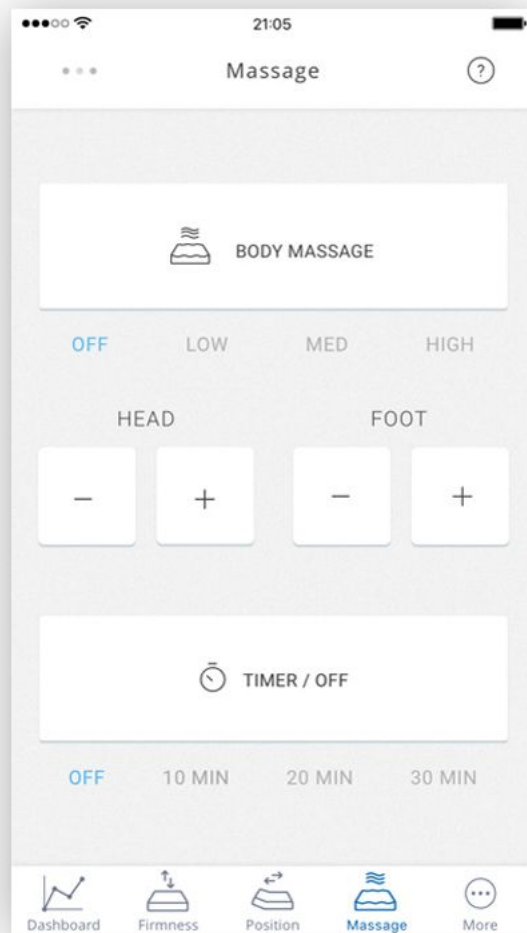
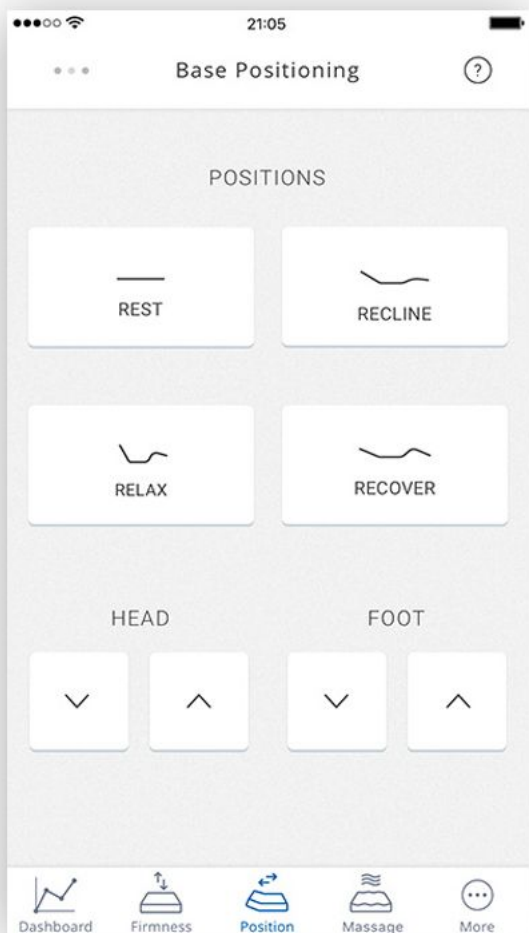
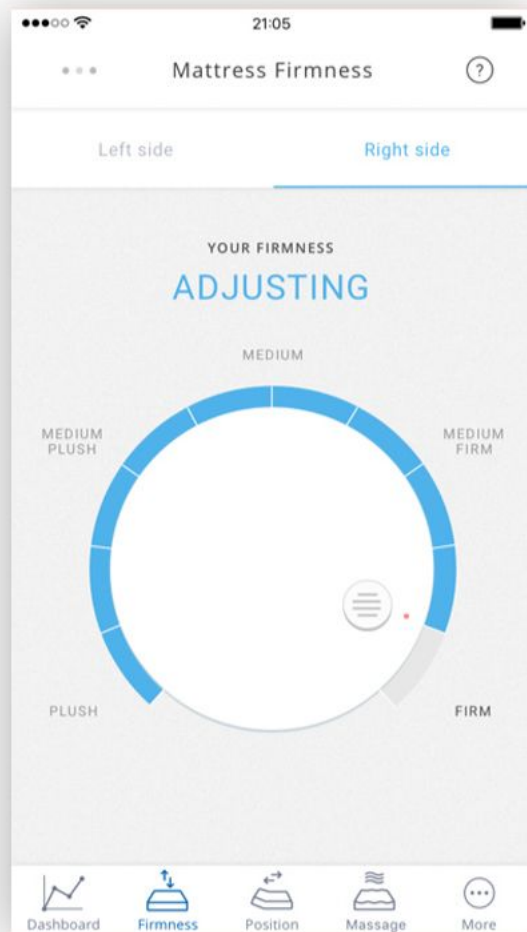
<http://www.sleepsense.com.au/>

01 March 2016 - 05 April 2016

- Sleepsense is the companion application for a “smart bed” designed by Australian company A.H. Beard.
- It’s a bed with sensors that can learn about your sleeping patterns. As well as air pumps to adjust firmness control, and a base which elevates independently.
- I worked on the onboarding process, and a layer which handled communication with the 3 bluetooth peripherals (air pump, motorized base, and sensor strips which detect heartrate and movements).
- Contributed to user experience design and making product design choices.

iOS app store link:

<https://itunes.apple.com/us/app/sleepsense/id1117653931?mt=8>

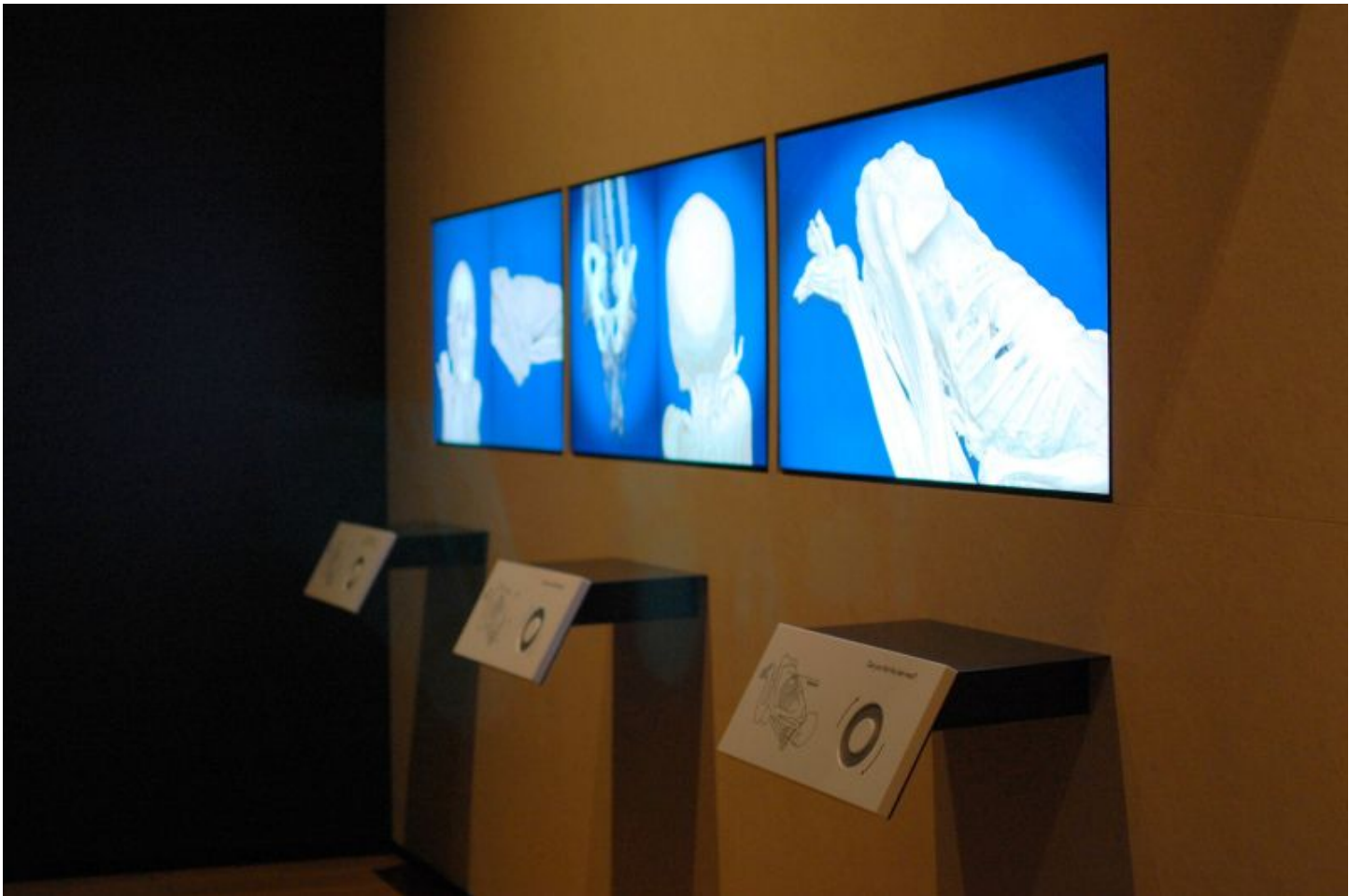




Ancient Lives

http://www.britishmuseum.org/whats_on/exhibitions/ancient_lives_new_discoveries.aspx

- Ancient Lives was comprised of actual ancient Egyptian mummies on exhibit, paired with a simple interactive application which would allow the user to scrub through frames of a video visualizing ancient Egyptian mummies which had been scanned using medical imaging devices and reconstructed in 3D modeling software.
- British Museum wanted to create a product to sell to other museums, a “touring exhibition” where they would send the software preconfigured with all of the appropriate content, as well as the mummies themselves, to partnering museums.
- British Museum had previously partnered with digital agency Allofus in 2014 to make an exhibition in London. In 2016 they approached Mentally Friendly about making updates to the code to add additional features, as well as simplify configuration, content management, and distribution of the software.
- My responsibilities included resurrecting a codebase which did not compile on the latest Windows and Visual Studio, upgrading all dependencies, adding requested features related to configuration and content management, as well as creating a simple process for British Museum to create a single file to be distributed to their partners.
- As the development environment was completely unfamiliar to other Mentally Friendly developers, I was the sole developer for the project, working closely with the British Museum’s team and my project managers to deliver what they needed.
- We came up with a rigorous testing process, and British Museum were very happy with how much easier we made it to get this interactive application deployed to their partner museums.



House Seven

www.houseseven.com

August 2015 - July 2016

- House Seven is an application in the “digital space” for Soho House (a private members’ club for those in the film, media and creative industries) members.
- The app allowed them to book events and screenings, view exclusive content, and access information about the various locations, wherever they are.
- Spotify sponsored an integration which required similar functionality to their own app, however they do not provide common UI elements to re-use, so a particular task I did with this project is to build a Spotify-like player.
- Other tasks included rebuilding the entire client-side authentication scheme, and updating / fixing parts of the application when new iOS releases changed APIs.
- Work on this project was started and paused numerous times throughout my time with MF. I partnered with a couple of other developers who had contributed to the app, but most of the work was done individually as other developers were resourced on other projects.

iOS app store link:

<https://itunes.apple.com/gb/app/house-seven/id670256744?mt=8>

