

Heshantha Don

Mobile Application Developer | Portfolio: <https://heshantha-don.github.io>

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Address: Portsmouth, United Kingdom **(Open to relocate)**

I'm a curious mobile application developer who loves turning cool ideas into smooth, user-friendly apps. With over five years of experience in Swift, SwiftUI, UIKit, and a bit of Objective-C, I've helped build apps in fintech, marine tech, and education. I create apps that people don't just use but actually enjoy. They work great, look good, and feel right. I enjoy solving tricky problems, learning new things, and collaborating with awesome people. Ready to dive in and start making things happen right away.

Skills

Swift, Objective-C, UIKit, SwiftUI, SQL, CoreData, SwiftData, Unit Testing - XCTest, Core Animation, Core Haptics, Core Bluetooth (BLE), MapKit, PDFKit, AVFoundation, Accessibility, App Store, TestFlight, Xcode, Xcode Cloud, Foundation, Dependency Management (CocoaPods, Swift Package Manager), Design patterns, MVVM, Clean Architecture, Generics, SOLID, OOP, Data structures and algorithms, CloudKit, RESTful API (URLSession, Alamofire), JSON, Memory profiling (Instruments), Async Await, GCD, NSOperationQueue, Combine, Observation, Actor, Code smell, Troubleshooting and debugging, Keychain, Biometric authentication, In-app purchases (StoreKit), QR payments, Socket.IO, SDLC (Scrum), Agile, Planning poker, AdMob, Firebase, Google Analytics, Crashlytics, Bitbucket, Gitlab, Jira, Confluence, Zeplin.

Portfolio

- **Tech Blog:** <https://medium.com/@heshantha.don>
- **Github (Review my code):** <https://github.com/heshantha-don/PokemonApp>
- **Stackoverflow:** <https://stackoverflow.com/users/22515763/heshantha-don>

Education

- **BEng (Hons.) Software Engineering** | 2016 - 2018 ([London Metropolitan University, UK](#))
- **HNDip. Computing and System Development** | 2014 - 2016 ([Pearson qualifications](#))

Work History

Freelancer | Aug 2023 - Present

- I offered experienced IT consultancy for App Store submissions, guideline reviews, and enrollments in the Apple Developer Program. Most days, I work on my own projects to stay sharp with Swift and SwiftUI, contribute to the GitHub community, and create new apps to share with the world. Feel free to take a look at my portfolio to see what I've been working on.
 - **Buckit (App Store):** <https://apps.apple.com/gb/app/buckit/id6744845865>
 - **Mathbet (App Store):** <https://apps.apple.com/gb/app/mathbet/id6471019545>

iOS Developer (Swift, UIKit) at [Alten Group, United Kingdom](#) | Feb 2023 - Aug 2023

- **Contributed to:** [Raymarine App](#) (It is an IoT-based smart boat app that serves as the official digital companion for Raymarine chart plotters, offering seamless connectivity for boating experiences.)
- **Responsibilities:** I collaborated closely with a senior iOS developer and worked within a dynamic full-stack team. Writing code using **Swift** and solving problems were part of my job. I directly

communicated with stakeholders to understand their requirements, analyzed these requirements, and assessed technical feasibility. Working with the team, especially with QAs and POs, I helped understand the backlog and plan the sprint. I actively contributed to the sprint by implementing new features, unit testing, debugging, fixing bugs, and refactoring existing code. Through pair programming, pull request reviews, and code smell detection, I maintained a clean, readable, and reusable codebase. Additionally, I improved the app's performance through memory profiling.

- **Achievements:** Successfully adapted to the marine domain, refactored the architecture to MVVM, conducted memory profiling (analyzing memory leaks, inspecting allocations, and resolving retain cycles), and introduced a Wi-Fi strength detection feature using Socket.IO.

iOS Developer (Swift, SwiftUI) at [Pearson, Remote](#) | Aug 2021 - Dec 2022

- **Contributed to:** [Pearson Plus](#) (It is an educational mobile app with a substantial student user base that provides access to all Pearson eTextbooks and offers video explanations for coursework.)
- **Responsibilities:** I worked in a full-stack team of around 20 members and effectively adapted to a remote setup. My responsibilities included writing code using **Swift**, solving problems, directly communicating with stakeholders to understand their requirements, analyzing these requirements, and assessing feasibility. I also closely mentored a junior iOS developer, engaged in pair programming, conducted pull request reviews, and addressed code smells. Additionally, I implemented unit testing and conducted integration testing. Alongside the team, I helped plan sprints and communicated with stakeholders to understand and prioritize stories from the product backlog. I broke down stories into smaller, meaningful tasks and estimated these tasks to better understand cycle time. My role involved implementing new features, fixing bugs, refactoring, and maintaining a clean, readable, and reusable codebase.
- **Achievements:** Successfully adapted to the education domain, refactored code into reusable components, broke down components into separate frameworks, and integrated them into the legacy code base via CocoaPods. Implemented an advanced search algorithm to search for words and sentences in a PDF. Introduced CI/CD using Xcode Cloud. I went the extra mile to help others.

Mobile Application Developer (Native & Hybrid) at [Epic Technology, Sri Lanka](#) | Sep 2017 - Aug 2021

- **Contributed to:** [Frimi](#), [Neos](#) (Mobile banking apps for well-reputed banks in Sri Lanka.)
- **Responsibilities:** In my role, I worked on dynamic projects during a 4-year tenure with Epic Lanka. Therefore, I had the opportunity to work on different projects, gaining some experience writing **Objective-C** as well as building hybrid apps using **React Native** and **Flutter**. However, the majority of my time was spent on Swift-based native iOS projects, where I wrote code in **Swift** while solving problems. I collaborated with a dynamic team to develop banking applications, learning and developing skills in various areas. I paid extra close attention to following strict guidelines to protect user data and ensure the projects aligned with Apple's stringent security standards. I actively contributed to the entire Software Development Life Cycle (SDLC), including design, coding, code reviews, unit testing, and maintaining technical documentation. I worked closely with both internal and external teams, clients, and collaborated with Business Analysts (BAs) and Quality Assurance (QA) specialists to break down requirements for analysis and assess technical feasibility. Additionally, I collaborated with the Compliance team to conduct Compliance Testing.
- **Achievements:** Successfully adapted to the FinTech domain, mastered **Swift**, and worked with **Objective-C**, **React Native**, and **Flutter**, while implementing advanced security measures. I utilized Keychain for securing sensitive data, safeguarded sensitive data against shoulder surfing through masked text fields, and reinforced app security with biometric features like Face ID and Touch ID. I went the extra mile to help others.