

# Parker Kirby

Senior iOS Developer

Smyrna, GA

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## Professional Summary:

Experienced iOS developer skilled in leading development teams, managing app projects from concept to deployment, and utilizing the latest APIs in mobile development. Passionate about creating innovative and user-friendly apps that meet client needs and exceed expectations. Committed to staying current with the latest advancements in iOS development to bring cutting-edge solutions to clients and businesses.

## SKILLS

Swift • UIKit / SwiftUI • Xcode • Git • Objective-C • Mobile Architecture & Frameworks • MVVM • RESTful APIs • Agile / Scrum

## TECHNICAL EXPERIENCE

### BoomTown

Atlanta, GA

Senior iOS Engineer

July 2019–Jan 2023

- Developed and maintained multiple highly successful and innovative iOS applications that have been widely used by thousands of users. [BoomTown NOW](#) & [HomeSearchNOW](#) in the App Store.
- Implemented complex features such as data synchronization, offline support, and real-time communication utilizing various APIs such as Core Data, Spotlight, Location and Telephony and frameworks from Twilio, and Firebase.
- Mentored and supervised junior and mid-level engineers, ensuring adherence to coding standards and best practices.
- Assigned tasks and responsibilities to team members and consultants based on their skills and strengths, identified conflicts and problems in a timely and professional manner, and encouraged collaboration and teamwork, while providing resources and support to help team members complete their work.
- Prioritized iOS releases to ensure compatibility with the latest version and followed best practices for app performance optimization.
- Monitored high daily active users, app usage and user feedback to identify potential crash causes while also identifying patterns and prioritizing fixes by using the latest technologies from New Relic, and Firebase Crashlytics.

iOS Engineer

Oct 2016–July 2019

- Tasked with refactoring technical debt, under-performing persistence layer in Core Data, as well as, addressing scalability issues around networking framework Alamofire, resulting in improved performance and maintainability.
- Improved backend communication by leveraging GraphQL's ability to merge endpoints and build custom model schemas.
- Collaborated with cross-functional teams including product managers, designers, and QA to deliver high-quality features and releases.

Associate iOS Engineer

Sept 2015–Oct 2016

- Developed initial product and features using Reactive Functional Programming, ReactiveCocoa.
- Designed animation and created UI elements natively to capture and leverage the most out of APIs and tools like, Core Animation, UIKit, Cocoa Touch and Auto-Layout.
- Debugged and resolved performance and compiler issues, improving the overall development and app user experience.

### The Iron Yard

Atlanta, GA

Mobile Engineer

May 2015–July 2015

- Developed over 40 apps in Swift and Objective-C that implement the latest technologies, frameworks, and APIs
- Collaborated on small teams that encompassed front-end and back-end to build out responsive apps.

## RELEVANT WORK EXPERIENCE

### Japanese Exchange & Teaching Program (JET)

Niikappu, Japan

English Teacher for Niikappu Town Board of Education

July 2008–July 2011

## EDUCATION

### University of Tennessee

Knoxville, TN

Bachelors in Communications: Electronic Media & Media Management

May 2007

Minor in Japanese

### Kansai Gaidai University

Osaka, Japan

Japanese Language, Asian Culture, and International Affairs

May 2005