KYLE GENOE

647-787-7995 | Kyle@Genoe.ca | Genoe.ca | GitHub.com/kgenoe

PROGRAMMING SUMMARY

- Languages: Swift, Objective-C, Go
- Development Environment: Xcode, Instruments, SwiftLint (linter)
- Frameworks: Cocoa Touch, GCD, MapKit, HealthKit, iAd, AutoLayout, SwiftUI
- Architecture: MVC, MVVM
- Dependency Management: Cocoapods
- Testing: XCTest, Slather (coverage reports), Travis CI
- Build Deployment: Fastlane
- Other Services: Firebase, Google Analytics, PivotalTracker, Bugsnag

PROJECTS

- PERSONAL WEBSITE My Personal Portfolio written in GatsbyJS and React
 - A collection of my writing, projects and podcast listening history
- **REFRAIN** A Productivity Content Blocking iOS App
 - Blocks distracting websites from Safari during work hours to be more productive on iOS
- ANTIPODES An Antipode Comparison iOS App
 - Compares opposite points on Earth
- MOOD An Emotional Health Tracking iOS App
 - Isolates trends in mood over time and in relation to activity, sleep, weather, and more

EMPLOYMENT

Zoocasa Senior iOS Developer Jan. 2017 - Present

 Solely responsible for architecting and developing Zoocasa's user iOS app and internal agent CRM iOS app, which have a combined 20k monthly active users

Summer 2016

- Practiced an Agile development process, with focuses on code review and test driven development
- Worked with designers and product managers to implement pixel perfect designs
- Pushed for use of accessibility frameworks to make our products more usable for everyone
- Aided infrastructure team in data processing tasks, written in Go

Ontario Ministry of AF & RA Undergraduate Software Engineer

- Independently designed, developed and tested an hybrid iOS/Android application
- Coordinated regular meetings with the client to get design and functional input

EDUCATION

- Bachelor of Computer Science University of Guelph, 2016
- Attended WWDC 2016 through an Apple Student Scholarship