KYLE GENOE

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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 (continuous integration)
- Build Deployment: Fastlane

PROJECTS

- **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

- **PERSONAL WEBSITE** - *My Personal Portfolio written in GatsbyJS and React*
  - A collection of my writing, projects and podcast listening history

- **ARCH** - *An API Response Caching framework for iOS*
  - Caches API request responses to power tests with real API data

EMPLOYMENT

Zoocasa   Senior iOS Developer   *Jan. 2017 - Present*
- Solely responsible for architecting and coding Zoocasa's user iOS app and agent CRM iOS app
- 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   *Summer 2016*
- 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