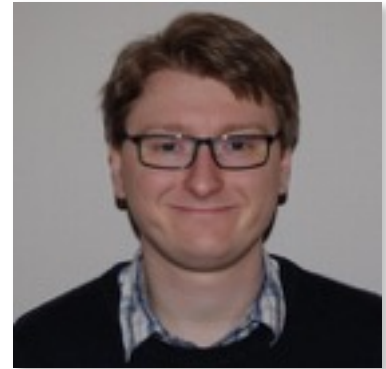


Luke Stringer

lukestringer.me

Hi. I'm Luke, a software engineer specialising in iOS development from Sheffield, UK.



Skills

- iPhone and iPad development.
- Objective-C, Xcode.
- iOS provisioning and deployment.
- Test driven development.
- [Open source](#).
- Git.
- Teaching.

Experience

- **2015: Head of Mobile at [3Squared](#).**
 - Leading a growing team of talented developers.
 - Planning the long term deliveries of software products.
 - Defining and implementing standards.
- **2014: Senior iOS Software Engineer at [3Squared](#).**
 - Mentoring placement students and new members of the mobile development team.
 - Working with a QA team to implement a testing process.
 - Ensuring code and software design quality.
 - Ensuring good practise of Git.
- **2014: Developer of [Transported iPhone app](#).**
 - Responsible for all development, design, and business related activities.
 - App provides live, localised bus and tram departure times in the South Yorkshire area.
- **2012: iOS Software Engineer at [3Squared](#).**
 - Building iOS apps for a number of clients in the rail, construction and hospitality industries.
- **2011: Web Application Developer at [Genesys Solutions](#).**
 - Developed a Ruby On Rails application - an online knowledge collaboration tool for university students.
 - Project lead overseeing the project delivery and mentoring team members.

Qualifications

- 2012: First Class Masters Degree (with honours) in Software Engineering from The University Of Sheffield.
- 2008: 3.5 A-levels in Mathematics, Physics and Applied ICT from Sheffield Hillsborough College.

Other Interests

- [\(attempted\) Running](#)
- [Heavy metal](#)
- [Juggling](#)
- [Mindfulness meditation](#)

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