

Mark Townsend

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LEAD MOBILE DEVELOPER

Proven ability to lead teams of developers and participate as an individual contributor to deliver native mobile or native desktop applications on both iOS and macOS platforms. A thought leader in developing and discussing current architectures and design patterns on iOS and macOS platforms.

Core competencies include:

Swift	Swift Package Manager
Objective-C	AppCenter/HockeyApp
iOS	iOS/Mac App Store Deployments
macOS	Mentoring
Agile Methodologies	Interviewing Software Engineers
REST APIs	Tech Lead
Jenkins CI/CD	JIRA
Cocoapods	

EXPERIENCE

Flipboard, Inc.

Aug 2021 – Nov 2023

Staff iOS Software Engineer

- Decreased build times on large hybrid Objective-C and Swift project by 68%
- Refactored significant portions of the iOS app to follow SOLID principles making code easier to understand and maintain
- Provided best practices on modern iOS design patterns
- Strategized ways to make the iOS app modular into Swift Packages to improve dependencies, make the project build faster, and improve clarity
- Mentored other engineers
- Automated build and release process using Fastlane and Jenkins making releases consistent and more accessible to push to App Store Connect, managing certificates, and getting feedback on current unit test coverage
- Implemented features while collaborating with designers and product teams. An example feature is the comments user interface for posts.

Revive

Apr 2020 – Feb 2022

Technical Co-Founder

- Designed and collaborated on MVP for iOS that read Bluetooth data from a custom-made device to track posture.
- Created MVP app using SwiftUI and a custom Bluetooth protocol designed for this device using Arduino.
- Created automated build scripts using Fastlane to distribute the MVP via Testflight
- Created Automator script to update the firmware of Arduino device
- Collaborated on marketing strategies for selling the hardware with other co-founders.

Intuit, Inc.

Dec 2019 – Jul 2021

Senior Software Engineer

- Mentor 8 junior developers on Cocoa Touch Design Patterns.
- Institute iOS Best Practices to allow developers to learn how to best create iOS apps.
- Design and develop private Cocoapods for company-wide adoption in multiple different mobile apps that were either one screen or multiple screens depending on the business workflow being developed.
- All software development is done in 100% Swift

- Developed some native mobile projects for Android using 100% Kotlin

Fjord, an Accenture Company

Apr 2016 – May 2019

Engineering Manager, iOS/iOS Developer

- Career Counselor to 6 iOS Developers. Help them with any issues related to their career or projects.
- Implemented iOS-specific departmental processes and procedures to help keep the iOS team consistent and efficient in their job.
- Developed a process to create a private Cocoapods repository to store custom unique libraries that are generalized to be able to be used in multiple client projects allowing faster onboarding and development of new iOS projects.
- Mentored developers to better reach their goals as software developers which led to longer retention time at the company.
- Working directly with clients, designers, and QA developing several custom native (Objective-C, Swift) iOS and macOS apps.
- Managed client relationships on the technical level to ensure that the tasks and features being asked for were done correctly and on time.

Chaotic Moon Studios (pre-acquisition from Accenture)

2012 – 2016

Senior Software Architect, Feb 2013 - Apr 2016

- Worked as Technical Lead on several client projects that included both iOS and Android developers.
- Developed over 5 client projects as lead iOS developer using Objective-C and Swift.
- Developed custom native iOS UIs using Storyboards that used adaptive layout techniques such as auto layout and size classes. This allowed applications to display correctly across all of Apple's mobile devices.
- Work with client teams to develop backend APIs appropriate for mobile applications. This allowed the best mobile user experience that the client could expect.
- Designed and provided direction on architecture patterns across different iOS native apps that allowed client projects to be easier to maintain and allowed a better handoff to the client at the end of an engagement.
- Allocated appropriate resources of iOS developers for projects that allowed client projects to be successful in the time and budget required.
- Interviewed iOS developers to scale and grow the iOS team to support new client projects.

Senior iOS Developer, January 2012 - February 2013

- Developed native iOS apps as Lead iOS Developer for over 10 different client projects.
- Worked with the lead Android developer to ensure that all features were implemented consistently across both iOS and Android platforms.
- Collaborated with creative designers to help with the design and function of mobile projects.
- Managed releases of all client iOS apps to the App Store.

Zarra Studios

Sept 2010 - Jan 2012

iOS Developer Contractor

- Developed features on iOS apps such as social networking capabilities in the Associated Press iOS app and CBSSports.com Mobile.
- Designed and developed Sudoku app as part of NewsCorps' The Daily iPad app which was the first daily news app for iPad in 2010.

BAE Systems

Jan 2006 - Jan 2012

Principal Software Engineer

- Part of a large team to develop commercial image analysis software written in C++ and using the QT GUI framework. Worked on API methods that are used to automate control of the application by using defined patterns and methods already set from previous development.
- Converted project build system from an in-house build process that took several hours to build and deploy to an automated build process reducing deployment time by 200%.

- Member of a team to develop a Java Swing C4I application using a full software development life cycle (SDLC).
- Developed Website and Web Service Security. Specifically, open standards such as Liberty ID-FF and SAML for use in Federated Identity and Web Single Sign-on (SSO).

SequelPro

Nov 2008 - Nov 2010

Open Source Software Developer

- Member of a team of international software developers to develop a MySQL GUI client written using the Apple Objective-C Cocoa Framework.
- Collaborated using IRC on freenode.net on channel #sequel-pro.
- Provided various bug fixes from the Issues database.
- Designed and developed the User Management feature of the application by making innovative use of Core Data in conjunction with saving user data to the MySQL database.

EDUCATION

Bachelor of Computer Science – California Polytechnic State University, San Luis Obispo