

Nicolas Dowell - iOS Developer

Reading, Berkshire - 07776 266239 - nick@jndsoft.com

Core Skills

- iOS Development - Objective C, UIKit, Core Data
- Audio, VoIP, multithreading
- Networking - HTTP, JSON, REST, SOAP, UNIX sockets
- Version control using Git, Subversion, Perforce

Education

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| BSc (Hons) Computer Science | University of Warwick | 2002 |
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Experience

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| Senior iOS Developer (Contract) | Ghost Telecom Ltd. | 2014 - Present |
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Developed and maintained 2 new major updates to **FooCall for iOS** - a VoIP app for making low-cost international calls - requiring extensive rewriting. Maintained and improved **FooTalk for iOS** - a VoIP calling + XMPP instant messaging app. Developed a new version of **FooCall for Android**.

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| Senior iOS Developer (Contract) | Dextrous Labs Ltd. | 2012 - 2014 |
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- **Bounce** - minicab booking app. Development of iOS apps and Google App Engine back-end
- **Concep Folio** - corporate document sharing app. Lead developer for initial release of iOS app and Django-based back-end.
- **Ask Bobbi** - make-up tips and shopping app. Lead iOS developer for initial release.
- **Dog Tracker Plus** - GPS tracker for pets. Lead developer.
- **My Cat** - business directory and pet-keeping advice. Lead iOS developer.
- **Dog Friendly UK** - business directory and pet-keeping advice. Lead iOS developer.
- **The Economist on iPad** - Improvements to subscription and in-app purchase handling, implementation of new advertising features
- **RBTH** - Migration to new back-end and development of UI changes and new features

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| Senior iOS Developer (Contract) | Neyrinck | 2012 |
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- **V-Control Pro** - development of a new experimental feature to enable remote control of software via web-based interfaces using Javascript and WebSockets

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| iOS Developer (Contract) | Tigerspike | 2011 - 2012 |
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- **Haaretz English Edition for iPad** - Lead developer for initial release
- **RBTH** - Lead developer for initial release
- **Sport Magazine** - Lead developer for initial release
- **Telegraph for iPad** - Maintenance and bug fixes
- **ICSA Boardpad 2** - Brought in towards the end of development to fix some long-standing bugs, as well as implement security improvements recommended by a security expert.

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Device Driver Engineer (Contract) Focusrite 2010 - 2011

Developed USB 2.0 Audio Drivers for Mac OS X and Windows.

Senior Mac OS X Software Engineer Sophos PLC 2009 - 2010

Lead developer and technical lead on the consumer release of Sophos Anti-Virus for Mac OS X; responsible for estimating, scheduling and overseeing the development team's effort as well as making the key technical decisions and implementing key subsystems. The technical work consisted of re-architecting the virus scanner into a server back-end with full access to the system, and a front-end GUI to control it. The system was written in Objective-C & Cocoa with BSD sockets for IPC. Oversaw improvements to the software build procedure to improve reliability and catch errors earlier in the process. Recommended and set up automated code review system (Review Board) to improve team's workflow. Investigated techniques for, and developed proof-of-concept implementations of, advanced features planned for future versions of Sophos' security solution for Mac OS X. Advanced debugging and investigation of hard to reproduce customer issues.

Software Team Leader Focusrite 2003 - 2009

Designed, developed & maintained a family of high performance audio & MIDI drivers for USB 1.1 devices, supporting the AVSTREAM, MME & ASIO driver interfaces for Windows (XP & Vista - 32 & 64 bit) and CoreAudio for Mac OS X. Adapted & maintained a WDM - based IEEE1394 (FireWire) device driver & support libraries to support 64-bit editions of Windows. Responsible for designing, implementing and maintaining several multi-threaded cross-platform (Macintosh & Windows) applications for control of hardware products, incorporating low-level device access & manipulation and graphically rich user interfaces. Developed digital signal processing algorithms with graphical user interfaces, deployed simultaneously as software plug-ins (VST & Audio Unit) and embedded firmware (Analog Devices BlackFin). Developed numerous internal applications for use during product development & testing, using a variety of technologies; MFC, WTL / ATL, Win32, XML, Carbon, Cocoa. Developed a system for automatically sending full crash reports from customer's machines to our bug tracking system, allowing developers to identify hard to reproduce issues in software. To support the organisation's software anti-piracy measures (PACE InterLok), developed, deployed and maintained a web site & service (PHP with MySQL back-end) to automate the delivery of software authorisations to customers, significantly reducing the burden on customer support. Introduced modern programming management systems to the organisation - source control (CVS & Subversion) and bug tracking (FogBUGZ) - to facilitate communication & collaboration within the programming team and with the testing & customer support departments. Responsible for the administration of the services and the servers (running Debian Linux) which hosted them.

Software Engineer Kelkoo UK 2003

Developed & maintained 'agents', which are run on behalf of a user's search and query a remote web site or database before interpreting and formatting the results ready to be included in Kelkoo's results page. This required a mixture of skills in Java, regular expressions, SQL queries & use of HTTP proxy / debugging tools. Maintained the search forms and results pages for the travel section of the Kelkoo UK site, and kept daily contact with the rest of the travel team located in France to incorporate changes from the other international sites.