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# Noah McCann

## Team Lead, Senior iOS Developer

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## EXPERIENCE

### **BDO Lixar** - *Team Lead*

Feb 2017 - PRESENT

- People manager for between 4 and 8 direct reports (mixture of mobile and React developers). Responsible for conducting bi-weekly 1 on 1s, helping resolve issues, career development, and annual reviews.

### **BDO Lixar** - *Senior iOS Developer*

Nov 2016 - PRESENT

- Almost 10 years of native iOS Development for enterprise clients
- Responsible for guiding all aspects of iOS development on my projects, with an eye toward long term maintainability and scalability, as well as helping other iOS developers on the team become familiarized with the best practices being used, and incorporating their recommendations when provided.
- Followed agile methodologies to size and plan work. Coordinated with clients to address their feedback, demo features, and provide technical guidance.
- Conducted both technical and soft-skills interviews, and had input on our technical interview process.

### **BDO Lixar** - *Intermediate iOS Developer*

Mar 2014 - Nov 2016

### **BDO Lixar** - *Junior Developer*

Feb 2012 - Mar 2014

### **Algonquin College** - *Game Development Program Assistant*

Sep 2009 - Apr 2011

- Provided help to those who had difficulty with the program material or required additional direction. My communication skills and programming experience were critical to my fulfillment of this role.

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## CURRENT PROJECTS

### **CBSA (Canada Border Services Agency) - Confidential Internal App**

2021 - PRESENT

- Team size of 4-6 developers, with 2 mobile developers.
- Developing the mobile component of an internal application, which leverages many new technologies – including SwiftUI. I have also participated in backend and web development - which has included creating new APIs, writing DB migrations, and updating existing React pages.
- Created a Swift-based CLI to provide a single entry point into the various tools/scripts we used for linting, generating OpenAPI models, importing/exporting localizations and generating a code coverage report.
- Recommended and developed an interactive tutorial/sandbox to help onboard new users in an intuitive way.
- Setup and maintain the CI/CD pipelines for the application
- iOS:
  - SwiftUI
  - The Composable Architecture for State Management
  - Async/await for concurrency
  - URLSession for API integration
  - Quick/Nimble for behavior driven unit tests, and UI tests
  - Apple's accessibility frameworks, to provide usability to all.
  - Swift Package Manager
- Backend:
  - Python - FastAPI for route definitions/dependency injection etc.
  - PostgreSQL DB
  - Docker containers
  - AWS hosting
- Web:
  - React
  - Redux for State Management

### **CBSA (Canada Border Services Agency) - Confidential, Various**

2021 - PRESENT

- Team size of 2-3 developers.
- Developed a number of small to medium scale projects, including POCs. Made use of my experience with enterprise applications to ensure that the projects were developed with scalability and maintainability in mind.
- Technologies used:
  - AWS lambdas using Python
  - Javascript based POCs
  - iOS based POCs

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## PREVIOUS PROJECTS

### **LixarU** - *Internal Education Resource*

2021 - 2021

- Team size of 1-2 developers.
- An internally developed and used resource for sharing paths for learning new skillsets, and monitoring progress.
- Backend:
  - C# (ASP.NET Core)
  - Docker Container hosted on Azure
  - SQL Server
- Frontend:
  - Typescript (React.js)

### **Teesnap** - *Golf Point Of Sale* - [www.teesnap.com](http://www.teesnap.com)

2013 - 2020

- Team size peaked at around 14, with up to 4 mobile developers at a time.
- Enterprise application to provide golf courses with a point of sale system tailored to their particular needs. Employees of the courses would interact with an iPad application, while administrators made use of a cloud hosted portal.
- Oversaw migration of majority of codebase from Objective-C to Swift, as well as the move to an MVVM architecture based on ReactiveSwift. Provided guidance to other iOS team members on how to best utilize these technologies.
- My role began with iOS, but evolved over time to encompass leadership of team members, CI/CD and release management, as well as review of end-to-end features. I was heavily involved in migrating to Karate for integration tests of REST APIs when maintenance of our JMeter tests became problematic.
- iOS:
  - Swift/Objective-C (UIKit)
  - Cocoapods
  - Fastlane (Ruby script) for build/release management
  - ReactiveSwift/Promises for concurrency
  - MVVM
  - Autolayout
  - Kiwi, Quick/Nimble for Tests
  - Realm for Persistence
- Backend:
  - Java (Spring Framework)
  - JUnit
  - Karate/JMeter for Integration tests
  - Hibernate/MySql for Persistence
  - Docker Container

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## PREVIOUS PROJECTS CONTINUED

### **FlyDesk** - *Airline Point Of Sale/Document Storage*

2013 - 2013

- Enterprise application for airlines to manage inflight sales without internet connectivity, as well as providing digital access to required documentation and reports. iPad application for flight attendants, with a portal for administrators.
- Primarily contributed to iOS application, occasionally assisted with backend development - such as the development of a near real time logging solution which involved iOS/HTML/CSS/Java/SQL changes
- iOS:
  - Objective-C (UIKit)
  - Autolayout
  - MVC
  - NSOperations/Grand Central Dispatch for concurrency
  - CoreData
- Backend:
  - Java (Spring Framework)

### **InFlight** - *Airline Point Of Sale*

2012 - 2013

- Enterprise application for airlines to manage inflight sales without internet connectivity. iPad application for flight attendants, with a portal for administrators.
- Maintaining an existing iOS application
- iOS:
  - Objective-C (UIKit)
  - NSOperations/Grand Central Dispatch
  - CoreData
- Backend:
  - Java (Spring Framework)

### **SIMPLe** - *Telecommunications Management Portal*

2012 - 2012

- Enterprise application for a telecommunications company to handle viewing and modifying customer and installation details.
- Maintaining existing legacy application, involved in improving unit testing coverage, as well as modernizing some aspects of the application (such as making better use of Java enums).
- Backend:
  - Java (Apache Tapestry)

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## EDUCATION

### **Algonquin College** - *Degree*

2008 - 2011

## CERTIFICATES

### **Level II Security Clearance** - *Government of Canada*

Issued Oct 2020 - Expires Oct 2030

### **Lixar Development Program** - *BDO Lixar*

Issued Dec 2017

## SKILLS

- Native English Speaker
- iOS
- Swift
  - SwiftUI
  - Async/Await
  - The Composable Architecture
  - Realm
  - CoreData
  - ReactiveSwift
- Objective-C
- Python
- Javascript/Typescript
- RESTful APIs
- Unit/Integration testing
- Node.js
- .NET
- SQL
- Java
- Ruby (Scripting)
- Lambda
- Docker
- CI/CD
- Agile Methodologies