

Paul Pires

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AT A GLANCE

- Over 7 years commercial experience in native iOS development with Swift + Objective-C
- Experience in all aspects of iOS from development to automation, CI/CD and releasing apps.

WORK EXPERIENCE

Lloyds Banking Group (October 2020 - present) — *iOS Contract*

Working on providing a personalised experience for the [Lloyds](#), [Halifax](#), [MBNA](#) and [Bank of Scotland](#) apps. This experience is based on user activity with the purpose of cross-selling Lloyds' products.

Lead iOS developer within a department consisting of 2 feature teams with 3 iOS devs in each. Part of a **mobile leadership group** to help steer the project within a wider team of approximately 40 iOS engineers. Responsible for reviewing CVs, coding tests and **conducting interviews** for all levels of seniority. Participate in out-of-hour **releases** and involved in **production incident** resolution.

- 100% **Swift** on a **shared code base** based on **MVVM**.
- Heavy usage of **PromiseKit** throughout for managing asynchronous tasks.
- **UIKit** with a mixture of xibs plus storyboards and usage of autolayout.
- CI via **Jenkins** and build process automated with **Fastlane**, **Gradle** and custom bash scripts.
- Maintained modularised components via frameworks with **SPM** and **cocoapods**.
- Unit tests written with **Quick and Nimble** and some **snapshot testing** for individual UIViews and automation with **XCUITests**.

YOOX Net-a-Porter (October 2019 - August 2020) — *iOS Contract*

Worked on the [NET-A-PORTER](#) and [MR PORTER](#) high-end luxury e-commerce apps. Worked on delivering a redesigned and highly dynamic homepage as well as a refined product listing & product description page.

Lead the initial development phase of introducing **Apple Pay**. **Lead** bi-weekly app store release cycles, working closely with delivery managers & product owners to improve this process. Setup **Firebase** app distribution to share builds for earlier feedback/visibility. **Oversaw nightly automation** which involved investigating/raising issues and coordinating fixes with the rest of the teams. Took **full ownership** of our CI/CD process using custom **bash scripts**, **Fastlane** and **Travis CI** as well as administering the project workspace configuration, certificates, provisioning profiles and developer accounts.

- 100% **Swift** on a **shared codebase** based on **MVVM** with new features developed in **VIPER**.
- Heavy usage of **custom** UICollectionViewFlowLayouts to support the new homepage design and product listing & description pages.
- UI developed with **UIKit** in a mixture of xibs, storyboards, pure code views and autolayout.
- Modularised components managed via cocoapods both locally and via shared repos.
- Unit tests with plain **XCTest**, snapshot testing via a 3rd party pod and automation with **XCUITests**.
- Asynchronous code managed with vanilla **GCD** and **Operations**.

Sky (September 2014 - October 2019) — *iOS Developer*

Worked primarily on the [Sky Go](#) and **Sky Q** video streaming apps (the latter has been removed from the App Store as it was eventually superseded by Sky Go).

Joined as a graduate and quickly progressed into a core team member where I more recently lead the development of a critical component for managing user sessions between Sky Q set-top-box's and Sky OTT services. Was involved very early on in the process which entailed meetings with various stakeholders on overall architecture and business analysis.

Became the **Lead developer** of an internally shared **Objective-C** based static library used by all of Sky's apps to securely communicate with Sky's OTT services in order to stream/download content. Responsible for final code review and managing the release process. This involved leading the conversation of change between various stakeholders around Sky (Lisbon, Leeds & London) to make sure their needs are met without compromise to the security that the library provides.

- Project almost 100% in **Swift** after a migration from **Objective-C**.
- Developed features within an architecture based on **MVP**.
- **Modularised** codebase with frameworks and static libs managed via **submodules** and **cocoapods**.
- Vanilla **GCD** and **Operations** used for orchestrating asynchronous tasks.
- UI built with **UIKit** purely in code with **frame based** layout.
- Unit tests written in plain **XCTest** with **snapshot testing** done via the automation framework.

Other activities:

- Helped lead the redevelopment of the automation suite by replacing **Appium** with **XCUITests**. This included working closely with automation engineers on a daily basis.
- **Mentored** junior engineers via **pair programming**.
- Involved in the hiring process by **reviewing CV's** and **conducting interviews**.
- Ran **Agile** ceremonies in a self organising team (standup and retros).
- Was a part of the production incident **support rota** for Sky Go and Sky Q.
- Took part in **driving team tech-sessions** and wider iOS community related events within Sky.

Fidessa (July 2012 - July 2013) — *Technical Implementation Consultant*

1 year internship where I worked on the *Citi Futures and Options* project – a derivatives trading platform. I worked primarily with **Tcl/Tk**, **Sybase SQL** and **Java** in a **Unix** shell environment.

OTHER WORK EXPERIENCE

John Wiley & Sons (June 2019 - November 2019) — *Technical Editor (Contract)*

Responsible for the technical edit of a book titled: *Machine Learning for iOS Developers* (<https://amzn.to/2lIPet3>). This involved finding technical gaps, ambiguities, and inaccuracies in the text.

EDUCATION

City University London (Sep 2010 - 2014) — *Bsc (Hons) Computer Science - Classification: 1st*

Awarded *Best Student (technical stream) 2014*, by: British Computing Society, Worshipful Company of Information Technologists and City University London