Paul Pires

paulpires101@gmail.com | paulpires.com

I'm a disciplined software engineer with an interest in mobile development. I currently specialise in native iOS development with Swift and Objective-C and I am keen to learn more whilst working on interesting new projects within the mobile world. In my endeavours I have proudly achieved a <u>First Class</u> degree in Computer Science (with Honours) and was awarded the prize of *<u>Best Student</u>* in my year.

Sep' 2014 – Present   **Sky PLC**
iOS Developer

Working primarily on Sky Go and Sky Q which serve millions of customers a day by providing them with the ability to enjoy Sky TV on the go. Besides this, I also contribute to the maintenance and release of internal libraries/frameworks used by other iOS applications within the Sky mobile estate. At Sky I have been involved in **4** major releases and many smaller iterations of the 2 apps.

Backend Streaming Service Migration
In my first major release, I was involved in migrating Sky Go from using a deprecated back-end to a newly developed static library. My main role involved migrating core features such as, streaming live video, playing on-demand content and downloading content to the device. During this phase, I was also responsible for modernizing the app's unstable *Core Data* stack by refactoring it to ensure thread safety and thus decrease the amount of *Core Data* crashes as well as other bugs around our *Downloading* feature. This release improved the overall quality of user journeys from stream buffering to the rate of successful downloads.

Sky Go Redesign + Swift
I was involved in completely re-skinning key areas of the application with a new design and user experience alongside our designers and product owners. I was also quite heavily involved in the introduction of Swift to our code base. I steadily promoted the usage of Swift as our go-to language for new feature work by advocating the benefits it will bring to both the team and business. I also helped the team learn Swift via paired programming and also helped deal with any Objective-C and Swift interoperability issues that were faced. Besides this, we also introduced the usage of storyboards and XCUI Tests to help with the detection of any UI regressions which eased some of the workload on our automation engineers.

Catalogue Feed Migration
Another migration from a deprecated catalogue API to a JSON based feed. I was heavily involved in writing a new stateless Swift framework used for ingesting and parsing the new feed into models with appropriate Swift typing. The framework was built using TDD to help drive the design and to ensure tests covered all areas of the framework. I integrated the framework into Sky Go using the MVVM design pattern.

Q-Go merger and internationalisation
In our most recent release, we have successfully merged Sky Go and Sky Q into one code base. I was responsible for helping the convergence of Sky Go into the Sky Q code base. This meant migrating over unshared features and other business logic/requirements. More recently, I have been working on Sky Q and Sky Go localization in preparation for releasing the 2 apps across various countries within Europe. Besides this, I was also responsible for completely setting up the code signing and provisioning for both apps and integrated this into our Gitlab CI for various types of builds from development to release builds across all territories.

Other activities
Other responsibilities include mentoring new graduates, being a part of the hiring process (from graduate to senior level candidates) and also help foster the iOS technology community within Sky. I am also on a 1st line support rota on both applications for any production level incidents. I have built both internal and customer facing iOS + web applications for the *Sky Academy* and have volunteered at technology fairs on behalf of Sky to help get kids engaged with coding (Big Bang Fair).

July 2012 – July 2013   **Fidessa PLC**
Technical Implementation Consultant

- Primary focus on implementing customer requirements encompassing the entire software development lifecycle.
- Worked primarily with Tcl/Tk, Sybase SQL and some Java in a Unix shell environment.
- Handled customer data requests on a daily basis via telephone/email.
- Exposure to the financial markets.
- Experience working in a large global team spanning across Asia, Europe and the Americas.
- Worked on a variety of Fidessa's products: FDA/FDAX, OMAR, TMAR, EMMA - all server side applications customised with TCL/TK, but also worked on frontend changes to the Fidessa desktop application.

At Fidessa I worked on the Citi Futures and Options (CTFO) project – a derivatives trading platform for one of the world's largest investment banks. Initial responsibilities included assisting the client in managing the systems data via Sybase SQL scripting. As my skills developed, I was given more responsibility by developing important system maintenance tools and from there progressed to designing and implementing solutions to meet customer requirements.

Technologies:

Swift	Objective-C	XCode
Core Data	Autolayout	XCTest/XCUITest
TDD and BDD	MVVM	GCD / Operations
Fastlane	XCode Bots	Provisioning & Code Signing
Javascript	Node.js with Express.js	Angular.js
Java	Karma and Mocha test frameworks	Perforce and Git
Unix	PHP	Tcl/Tk
MySQL / Sybase	HTML 5 + CSS	Fitnesse

Education:

September 2010 – 2014   **City University London**
BSc (Hons) Computer Science - First Class
Focuses on functional programming, compilers and theory of computation.

Key Achievements: *Best Student (technical stream) 2014, awarded by:*
- City University London
- British Computing Society
- Worshipful Company of Information Technologists

Projects & Interests:

I am a firm believer in open source software - I follow and have contributed to some open source repositories such as *SuperMock*, *ProcedureKit* and *LockSmith*. I have a general interest in mobile and web technologies, however, my current interest lies within cross platform technologies with a focus on mobile applications and the extent to which we can share code between platforms - whether that be with tools such as React-Native or shared libraries written in C/C++.

I have also recently been exploring the usage of Swift on the server side by porting my website onto a Swift HTTP server. I am also interested in attending coding meetups/conferences, and occasionally volunteer myself at events aimed at getting the younger generation more interested in computer science - e.g.: Stemettes.

References available upon request