**STEEVEN SYLVEUS**

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| **summary of experience** |  | * Over 3 years of experience in iOS application development as a senior iOS developer * Well versed in XCode, iPhone SDK, and Cocoa Touch framework for the development process * Responsible for ensuring that proper technical vision and software engineering processes are implemented on all projects incorporating best practices |
| **Qualifications** |  | * Very deep knowledge and experience in iOS application design and implementation, user-friendly design, performance improvement, documenting code, refactoring, continuous integration and deployment, and unit testing * Trained in Agile SCRUM and Waterfall methodologies * Experienced in XML and JSON Parsing, Multithreading using both 1st part and 3rd party frameworks including TouchXML, SBJSON, NSXMLParser, and NSJSONSerialization * Extensive knowledge of various frameworks including: UIKit, Core Data, AVFoundation, EventKit, AddressBook, AddressBookUI, MessageUI and Core Location frameworks * Efficient storage of data using File System, Core Data and Database * Familiar with UI design implementation using both Storyboards and NIB files * Implemented application designs based on MVC architecture * Worked with QA leads, Graphic Design leads, Project Managers, and Shareholders to effectively develop applications * Familiar with cloud based syncing including: Dropbox, Box.net, and iCloud |
| **Experience** |  | Senior ios developer, colligo networks, inc. *COLLIGO BRIEFCASE PRO*  https://itunes.apple.com/us/app/colligo-briefcase-pro-sharepoint/id496728596?mt=8  July 2012- Present  Colligo Briefcase Pro is the best solution for accessing SharePoint content on an iPad. Users are able to view SharePoint files including Office files, PDFs, images, and more. File sharing is easy using links. Users can find content fast with powerful search, and enter and submit InfoPath forms with support for signatures.  Technological Specifications:   * + Developed as an iPhone application, compatible with iOS 6.0 or later   + Developed using Xcode 4.5   + UIKit framework was used to implement visual designs from documentation   + High end UI was implemented using Storyboards   + Memory management system used was Automatic Reference Counting   + Server side response for accessing SharePoint files was in XML format and parsing was done with NSXMLParser   + MessageUI framework was implemented to send emails about projects and to-dos from one user to another   Project Role:   * + Understanding the application requirements   + Met with Project Manager, QA lead, Graphic Design lead, and Shareholders to make sure project met their needs   + Planned goals using Agile methodology (SCRUM)   + Worked on creating and implementing codebase for syncing files to SharePoint layer   + Implemented code for displaying files to end user   + Designed the framework and code format   + Used Instruments to fix memory issues   Developed with:   * + Languages and Technologies: Objective-C, iOS SDK, Instruments, UIKit, NSXMLParser, MessageUI   + IDE: Xcode 4.5  SENIOR IOS DEVELOPER, FORMCONNECTIONS, INC *FORMCONNECT,* Laguna Niguel, CA  https://itunes.apple.com/us/app/formconnect/id432653695?mt=8  April 2011 – July 2012  FormConnect is an easy to use app for creating business database forms on your iPad. Users can drag and drop fields anywhere on the forms they are creating, choose from multiple field types, and navigate using a finger swipe. Users can also take notes using a stylus or finger.  Technological Specifications:   * + Developed as an iPad application, compatible with iOS 5.0 or later   + Developed using Xcode 4.3   + Back end was JSON and response was parsed using NSJSONSerialization   + UIKit framework was used to design and implement UI   + Saving forms locally to device was achieved using CoreData framework   + Dropbox API was used to sync forms to user's Dropbox account   + Dynamic form UI was implemented using Storyboard   + Memory management system used was Automatic Reference Counting   Project Role:   * + Performed all tasks from UI design and implementation to writing code for various features   + Primary task was to create codebase for drag and drop UI design for application   + Implemented UI to display data consumed from server if forms were downloaded   + Used CoreData framework to save forms for offline use   + Fixed bugs when notified in JIRA or documented by QA   + Conducted memory management tests using Instruments   + Used Core Graphics to implement custom handwriting feature   + Utilized Dropbox API to setup cloud storage support   Developed with:   * + Languages and Technologies: Objective-C, iOS SDK, Instruments, UIKit, NSJSONSerialization, Dropbox, Core Data   + IDE: Xcode 4.3   **IOS DEVELOPER, BHI Technologies**  *DIABETES APP,* Remote Project  <https://itunes.apple.com/us/app/diabetes-buddy-control-your/id387128141?mt=8>  December 2010- March 2011  Diabetes App is the best app to track important factors in the life of a diabetic. Users can monitor and log their glucose levels, activities, and exercise. Users can also backup and restore settings over Wi-Fi and post statistics to Twitter.  Technological Specifications:   * + Twitter APIs used for Twitter integration   + Cloud data backup and restore available using JSON data   + Simple controls and clean interface designed around Navigation Controller and Toolbars   + Data analysis is displayed using concise graphs with different filter criteria   + Compatible with iPhone, iPod touch, and iPad   + Requires iOS 4.0 or later   + Ensured that the product delivered is of highest quality   + Managed the project and team of 3   + Designed, implemented, and debugged issues   + Found solutions to problems faced by the team   Project Role:   * + Performed all tasks from UI design and implementation to writing code for various features   + Primary task was to design in-house API to help consume data from server and display diabetes information to user   + Implemented UI to display data consumed from server   + Various OOP practices were used including MVC, KVO, and Singleton architectures   + Fixed bugs when notified in JIRA or documented by QA   + Conducted memory management tests using Instruments   + Conducted Unit testing using OCUnit   Developed with:   * + Languages and Technologies: Objective-C, iOS SDK, Instruments, UIKit, SBJSON, Twitter, Core Data   + IDE: Xcode 4.2   **IOS DEVELOPER, internships, llc**  *FITNESS BUDDY FOR IPAD,* Burbank, CA  <https://itunes.apple.com/us/app/fitness-buddy-for-ipad-1700+/id452557371?mt=8>  January 2009- November 2010  Fitness Buddy for iPad provides a series of exercises to train and enhance different parts of the body.  Technological Specifications:   * + Developed as an iPhone application   + Compatible with iOS 4.0 or later   + Developed using Xcode 4.2   + Implementation of audio playback uses the AVAudioPlayer class from the AVFoundation Framework   + Back end was JSON and response was parsed using SBJSON framework   + UIKit framework was used to design and implement UI   + High end UI was implemented using NIB files   + Memory management system used was Manual Retain Release   Project Role:   * + Performed UIButton customization using images   + Implemented custom UI with UIKit framework   + Performed all tasks from UI design and implementation to writing code for various features   + Primary task was to help consume and parse JSON data from server for displaying to UI   + Used MVC, KVO, and Singleton architectures to streamline code   + Fixed bugs when notified by QA   Developed with:   * + Languages and Technologies: Objective-C, iOS SDK, Instruments, UIKit, SBJSON   + IDE: Xcode 3.2   **technical support engineer, rockwell automation tech support**  Orlando, FL  June 2007- December 2008   * + Responsible for troubleshooting software activation issues   + Communicated and worked with Rockwell customers, distributors, and internal Rockwell employees on technical problems   + Knowledgeable with activation and implementation of Rockwell software   + Worked with RSLogix 5, 500, 5000, Factory Talk ME, SE, RS Networks, and RS Linx |
| **Education** |  | BETHUNE COOKMAN UNIVERSITY | daytona beach, fl Bachelor of Science in Computer Engineering, Minor in Computer Science |
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