

Don Onwunumah

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Summary

Principle software engineer with decades experience in full-lifecycle software development. Deep expertise in all tiers of mobile and web applications including Linux systems administration. Special interest in rapid application architectures and development. Multiple commercial applications in the **Google Play** and **Apple App** store. Advocate and participant in open source culture and projects.

Specialties

- Apple : OSX and iOS, **Objective-C** (5+ years) and Advanced **Swift** (1.x to 2.1)
- Android : Java, Kotlin, AOSP, SDK and Libraries
- Ruby, Python, Unix Shell, Javascript
- Backend for Mobile Services (Parse, Apache UserGrid, StrongLoop LoopBack)
- Cloud Architectures and Development (Digital Ocean, Linode, Azure, AWS)
- Agile Product Development

Professional Skills and Experience

Mobile Lead, Architect and Developer (Freelance)

HiHo Ltd (Manchester/Remote) – (Jan 2015 – Jan 2016)

Stack: **Android, iOS, Angular JS, Clojure, Start-Up**

I was the first developer hire reporting to the founders. I helped commissioned and built the initial back-end including designing and building applications for the Android and **iOS (Swift 100%)**, pilot program. I also architected the roadmap for production, I managed this using scalable and fractal architecture patterns.

- Created **blueprint architecture** for both projects, in both code and design
- Initiated shared architecture for both Consumer and Professional app (code reuse and test)
- Introduced **functional coding mechanism**, code review, git, slack, **git-flow commit mechanism**
- **Introduced Swift and converted 3rd party frameworks**
- Defined, designed and implemented Continuous Delivery Mechanism for mobile platform
- **Real-time Chat + Push Integration (Clojure)**
- Backend API Server development/ API design (API doc with Swagger UI)
- AWS and Digital Ocean integration

Mobile and Web Software Lead Engineer / Architect (Freelance)

Finger Ltd / PlayDay (London/US) (June 2014 - Nov 2014)

Stack: **iOS, Angular JS and Backend Web services with Parse+Facebook+Twitter**

An interactive gaming startup, I was the sole developer on a cross platform project. Working on iOS and Android using native languages on each platform. Application made it to No 6 in first week of release.

- Project planning, Requirements to code and User Stories
- Solo Developer implementing designs
- parse.com Backend
- Custom Javascript Cloud-Code (unique refer code generation)
- **Angular JS** Admin Interface

Mobile and Web Software Lead Engineer / Architect (Freelance)

Barclays Bank Ltd (London/US) (Sep 2012 - May 2014)

Stack: **iOS, Android, Angular-JS**

- Re-architected and supervised the transition of legacy (SOAP) web services to a more Restful architecture
- **Partnered with Dell and delivered xPlatform mobile VPN Appliance**
- **iPAD specific design and Implementation (Apple's SDLC and Human Interface Guidelines)**
- Delivered multiple in-house **native/Hybrid applications across Android and iOS platforms**
- **Developed a cross-platform SDK** in C++ (encompasses security and identity)
- Designed and implemented a **JavaScript-to-Native bridge** for Hybrid Apps on Android/iOS
- Architected and implemented backend **Restful API's**

Software Architect/Lead - Short and Personal Projects

*Projects Executed/Completed – in Chronological Order
(Jan 2012 – Sep 2012)*

EWoWBooks Ltd

Stack: **Android, iOS, OS X, Cocos-2D**, RESTful Web Services (Ruby-On-Rails),

A digital publishing start-up, I was responsible for bringing the digital platform (Web **e-commerce** Store, OS X **Desktop Publisher** and **iPad Mobile Reader** Client) to production level. I re-architected the POC and helped streamline the development.

CDM London

Stack: HTML5, **iOS** (iPad) - UI Transitions and Animations

Project: I designed and implement a digital format of a medical training journal. Delivered an **iPad application** within extremely short time.

Migcan

Stack: **Android / Video / Tablets**

A mobile marketing and digital agency and working with their mobile developers, I introduced QT mobility and Node.js backend for one of there major client and implemented a functional demo product at a major trade show. [8]

Samsung/Harrods/ClickTag (clicktag.co.uk/)

Stack: NodeJS, Socket.io, **Android Web-sockets libraries**

A multi-platform (TV/Laptop/Mobile/Tablet) installation that played full-screen synced video for a Harrods window display that was to run 24/7 for 6 weeks. The system server used NodeJS/Socket.io for a full web-socket communication stack to the clients.

Showtime/SevenDigital (Seven.co.uk)

Stack: HTML5, **Android** Multimedia

Project: Design a cross platform digital magazine with support for audio, simple HTML5 game and dynamic content. I worked on the Android libraries and native client.

Mobile Software Systems Architect/Engineer - (Freelance)

TomTom International BV (Amsterdam/Netherlands) (June 2011 – Jan 2012)

Reporting to the VP of Engineering, I worked with Software Architects in.

- Analysing pre-production code on **Android**
- **Re-architected complex UI/UX**
- **Optimising it for performance** with emphasis on **reduced memory footprint**.
- Building **Linux profiling tools** on **Android**
- **Delivered x30 performance increase** in certain areas

Senior Engineer (Freelance)

Occam-Razor /Sutanod Ltd (US/Europe) (May 2010 – May 2011)

I was part of a team building a mobile/online-trading platform (web-centric Order Management System); the target platforms were **Android**, Blackberry and **iOS** phones and tablets.

Software Architect (Freelance)

Nyatech /Sutanod Ltd (US/Europe) (Dec 2008 – May 2010)

A business and financial software systems development house, I have been involved in designing and developing algorithmic trading systems for clients, which include brokerages and private investors.

Senior Software Engineer/Developer (Freelance)

GKN Driveline (Cologne/Germany) (Dec 2007 – Dec 2008)

Responsible for developing a high-throughput, low-latency multi-threaded control-system for active 4-Wheel drive electronic torque management devices, implemented using a variety of tools including Matlab Simulink to simulate the system, and

Lead Application / Software Systems Developer (Freelance)

DENSO UK - (*July 2007 – Dec 2007*)

Control Systems Developer (Permanent)

Ford Motor Company (*June 1999 – July 2007*)

Academic Qualifications

I was pursuing a part-time **Ph.D** at London University, Research Interest – Machine Learning and Artificial Intelligence using Kernel-Based Methods, Neural Networks and Genetic Algorithm Techniques – used for financial forecast and modelling, autonomous diagnostic systems.

Feb 2009 - (Incomplete after 2011)

Masters of Engineering (**MEng**) in Electronic/Electrical Systems with Computing at University College London (**UCL**), Master thesis on computer Ad-Hoc networks with Thales UK.

Sept 2001 – June 2002

Bachelor of Engineering (Beng) Upper Class Honours in Electronic Systems at University College London (**UCL**)

Sept 1998 – June 2001

Interests and Side Projects

My side projects are at Github.

- Mobile Development training
- Hackathon Enthusiast

References

Upon Request

Portfolio / Github

www.teopeurt.com/projects

github.com/teopeurt