



Timothy Edwards

iOS Software Engineer

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An accomplished engineer, with over six years experience building and scaling iOS applications in both start-up and corporate environments. As a Swift user since its inception, I understand SOLID principles within iOS, and how test-driven development, smart architecture design, and agile methodologies can mitigate bugs, improve code quality and make your app a success.

Skills & Specialties

- Effective unit-testing & behaviour-driven software development
- System architecture design & UI patterns: MVC, MVVM, VIPER etc.
- User-interface development with UIKit, CoreAnimation & SwiftUI
- Agile development practices, team management & mentorship
- Continuous integration and deployment with Fastlane & Testflight
- Media frameworks including AVFoundation, CoreAudio & OpenAL

Languages

- Swift (5y)
- Obj-C (8y)
- RxSwift
- Bash & Zsh
- JavaScript
- Assembly

Favourite Tools

- Xcode & Instruments
- Git & Fastlane
- CocoaPods & Carthage
- iTerm & Sublime Text
- LLDB & Hopper decompiler
- Zeplin & Sketch

Delivery Hero

Senior iOS Engineer

"Always delivering an amazing experience"

Berlin, Germany • June 2020 - Present

Delivery Hero (DH) is a food delivery company operating in 42 countries, with over 500,000 restaurants globally, with over 660m orders made last year. I work in the Financial Technologies (FinTech) department of DH, where I'm responsible for the development of the iOS Wallet framework, enabling users to quickly get refunded for orders and store credit for later use. While at DH I have:

- Introduced unit-testing to the Wallet framework, achieving ~60% code coverage and improving application stability.
- Overhauled test-automation scripting using Google's Earl Gray UI testing framework.
- Updated locale handling to support country-specific images and assets, enabling the Wallet to launch in three new countries.
- Communicated estimates, technical specifications and limitations with scrum masters and PM's.
- Held architectural discussions regarding the future of the Wallet framework, and its dependencies.

Hibooks

Senior iOS Engineer

"The club for audiobook lovers"

Berlin, Germany • June 2019 - December 2019

Hibooks is an audiobook service provider. Their iOS application includes an offline-playback feature, and the ability to purchase new books using in-app purchases. I worked for Hibooks as a Senior iOS Engineer, where I successfully:

- Wrote an extensive UI testing suite, as the existing codebase was too tightly coupled for traditional unit tests. This gave the team confidence in making architectural changes, and enabled refactors of code sections previously considered too fragile.
- Designed and implemented architectural improvements throughout all layers of the application, most notably the UI layer, including a switch from MVC to MVVM. This decoupling improved overall code health and made unit-testing possible.
- Introduced BDD within the Product team, and created detailed behavioural specifications from which unit-tests were written using the Nimble iOS framework. This consolidated team knowledge, improved internal communication and app stability.
- Performed codebase clean-up and health improvements using static-analysis and linting tools, such as Periphery, SwiftLint, and custom scripting. This improved code readability and reduced compile times by removing many unreferenced symbols.
- Researched and documented communication guidelines for asynchronous communication across timezones, and wrote automated scripts for many developer processes, resulting in a notable improvement to cross-office efficiency.
- Worked closely with the CRM team, introducing behavioural analytics frameworks and A / B testing, providing the data necessary for project stakeholders to make intelligent business decisions.

Todoist

iOS Contractor

"Organise life, then go enjoy it"

Remote • October 2018 - February 2019

Todoist is a task manager and collaboration tool for mobile and web platforms, with millions of users and over 1 billion tasks completed to date. I worked as a remote contractor on the iOS project, where I successfully:

- Undertook an architectural research project, including the introduction of a new SQLite-based persistence layer.
- Developed and integrated the new "check-box" task completion animations and UI navigation paths.
- Migrated the Todoist iOS codebase to Swift 4.2, and implemented general bug fixes & performance improvements.

Depop

"The creative community's mobile marketplace"

Senior iOS Engineer

London, UK • July 2017 - February 2018

Depop is a community-driven marketplace with over 8 million registered users, and a mobile-first strategy with over 75% of sales coming from iOS users. I worked as an iOS Senior Engineer at Depop and successfully:

- Developed the user video feature, including the capture, post-processing, upload and consumption of all video content in the app. This feature was released stable and on time, providing a lot of value to users, and is now an integral part of the app.
- Refactored many legacy Objective-C classes to Swift VIPER modules, using TDD to mitigate regressions.
- Overhauled the CI workflow using Fastlane and Bitrise, including auto-deployment to TestFlight users and the App Store.
- Hosted sprint planning and retrospective meetings with other engineers and project stakeholders.
- On-boarded and trained junior team members, including pair programming and white-boarding sessions.

Cocoon

"Home security without the hassle"

iOS Engineer

Leeds, UK • February 2016 - July 2017

Cocoon was the producer of smart-home security hardware, with accompanying mobile applications to alert and inform the user of any detected activity. I was one of two members of the iOS team, responsible for the specification, development, deployment and maintenance of all iOS features. During my time at Cocoon I:

- Retroactively implemented unit-testing, facilitating the safe introduction of new features including Core Location services, remote logging, APNS, and the beginning of a refactor from the legacy Objective-C codebase to Swift.
- Integrated an HTTP live video streaming client using libVLC, and was applauded for its quick performance.
- Modernised the continuous integration system to utilise Fastlane and Travis CI, for auto-deployment to Testflight.

TopScreenMedia

"Creative media solutions for advertisers"

Mobile Software Engineer

Leeds, UK • May 2014 - Feb 2016

TopScreenMedia (TSM) is a digital marketing agency, where I developed, deployed and maintained various prototype projects, working alongside UX designers and backend engineers. Apps were written using Objective-C, using frameworks including Core Bluetooth, APNS and the Google Maps SDK.

University of York

York, UK • September 2011 - June 2014

Music Technology BSc (Hons), Department of Electronic Engineering