# Tim Edwards
iOS Software Engineer

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An accomplished engineer, with over 5 years commercial experience building and scaling iOS applications in a team environment. As a Swift user from day zero, I understand SOLID principles within the iOS ecosystem, and how test-driven development, intelligent system architecture, 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 & training
✓ Continuous integration & deployment using TestFlight
✓ Reactive programming paradigms with RxSwift & Combine

## Languages
- Swift (5y)
- Obj-C (8y)
- Bash & Zsh
- Ruby
- JavaScript
- Assembly

## Favourite Tools
- Xcode & Instruments
- Git & Fastlane
- Cocoapods & Swift PM
- iTerm & Sublime Text
- LLDB & Hopper decompiler
- Zeplin & Sketch

## Hibooks • Senior iOS Engineer
Berlin, Germany • May 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
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 • 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 • iOS Engineer
Leeds, UK • February 2016 - July 2017

## TopScreenMedia • iOS Engineer
Leeds, UK • May 2014 - Feb 2016

## University of York • Music Technology BSc (Hons)
York, UK • September 2011 - June 2014