

TRISTAN DARWENT

INTERACTIVE DEVELOPER

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I'm a developer with a strong desire to build engaging and exciting products. I'm always looking to take whatever I'm working on to the next level, aesthetically and functionally.

WORK EXPERIENCE

SweatCity

December 2017 - November 2018

iOS Developer

Implemented new designs and features for a massive 2.0 overhaul of an existing app, built upon established Objective-C code. At the same time, built a completely new "Partner" app, coded in Swift, to go alongside the launch of the 2.0 version. Pushed out bug fixes, Firebase/analytic implementation, and other small features to the already released version.

ParticipAid

May 2015 - December 2017

iOS Developer

Worked with a small start up to build a iOS app to help researchers recruit participants. Started with a proof-of-concept version built in Ionic, moving onto native Swift-coded version for release. Includes working with a custom built JSON API with a user system. Was also involved heavily with UX design decisions.

Appseed

May 2014 - August 2014

Android Developer

Worked with a small team to create an Android version of Appseed, a image processing app that can take your photos of sketched app wireframes and allow you to turn them into a working prototype. Created and implemented image capturing/processing code, along with unique user interfaces and interactions.

OTHER EXPERIENCE

Great Canadian Appathon

January 2014

Project Lead, Programmer, Game Designer

FITC

April 2014, November 2014

Volunteer

EDUCATION

Humber College

Etobicoke, ON - 2012 to 2015

Web Design and Interactive Media - Advanced Diploma

Centennial College

Scarborough, ON - 2008 to 2010

Software Engineering Technology - Interactive Gaming

SKILLS

HTML

Javascript

Swift

Photoshop

UX

CSS

jQuery

Objective-C

Illustrator

Arduino

LESS/SASS

PHP

Java

After Effects

node.js