Tuiasoa Z

iOS Developer, 2+ years experience
Salt Lake City, United States
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I am an iOS Developer, runner, climber, and musician from Salt Lake City. I have an affinity for deep diving which led me to specialize in Swift development, and the iOS platform. I am always looking for new ambiguities to dive into, allowing me to further my technical contribution to the world. My choice of design patterns and practices include but aren't limited to: MVVM style architecture, SOLID principles, and Agile methodologies. My biggest pursuit in life is to help us all see what we are made of.

INDUSTRIES: Software and Platforms, Services

TECHNICAL SKILLS

• Swift	2 years
• SwiftUI	2 years
• iOS	2 years
• Firebase	2 years
• Realm	2 years

SOFT SKILLS

Organization, Communication, SOLID principles, Agile Methods, Optimization, Building team trust

PROJECT DETAILS

• Orange Juice — June-2021 - November-2021

Project Description: Project Management app that rates difficulty of subtasks using a fibonacci pointing system made simple for light weight projects.
Responsibilities: Create proof of concept, co-architect application structure, integrate dependencies, currently building beta.
Technologies: SwiftUI, Combine, CocoaPods, Realm, KeychainAccess, Swift Package Manager (SPM), Hero
Industry: Software and Platforms

• CrewTracks — November-2021 - December-2021

Project Description: CrewTracks is a field management application that is used for tracking jobs, time, production, documents, location, materials and equipment that allows the user to easily build daily job reports and schedules.
Responsibilities: Worked with my team to maintain, update, and refactor the iOS and iPadOS application. Made fixes for bugs, contributed to feature releases and testing. Worked individually to create one of the top sale point features for the company, built in SwiftUI
Technologies: Swift, SwiftUI, Combine, SwiftProtobuf, TLPhotoPicker, KeychainAccess, UIKit/AutoLayout, Firebase, Realm, Swift Package Manager (SPM), CocoaPods, LaunchDarkly, PSPDFKit
Industry: Services
Link: https://www.crewtracks.com

EMPLOYMENT HISTORY

• iOS Developer — November-2021 - December-2022

Description: Worked with my team to maintain, update, and refactor the iOS and iPadOS application. Made fixes for bugs, contributed to feature releases and testing. Worked individually to create one of the top sale point features for the company, built in SwiftUI a

EDUCATION

• Diploma degree in N/A from London App Brewery 2020 - 2021

LANGUAGES

• English - native

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