Sekyonda J

iOS Developer, 4+ years experience
London, United Kingdom
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• Over 4 years of experience in iOS application development. • 3 iOS mobile apps published. • Proficient in all aspects of iOS application development (iPhone and iPad) including designing for all types of screen sizes and orientations. Comfortable with AutoLayout, Size Classes, and programmatic implementations • Worked with the aspects of iOS application flow using Storyboarding, XIB files, and programmatic development of the iOS app UI. • Understanding of MVC, MVP, and MVVM architectures, and iOS mobile app file organization both local and online. • Well versed with OOP Programming languages Objective C and Swift. • Object-Oriented Programming expertise; key principles of polymorphism, inheritance, data abstraction, and data encapsulation. • Hands-on with OOP design patterns Singleton, Delegate, Notifications, Factory, KVO, KVC, Adapter, etc. • Skilled in XML Parsing using the NSXMLParser, and JSON Parsing using NSJSONSerialization. Consumption of webservices done with native NSURLConnection and NSURLSession as well as with third party frameworks such as AFNetworking and AlamoFire. • Experience with Git for version control with Tower, SourceTree and GitBucket for GUI. • Proven to work well in agile project environments. • Ability to rapidly learn new concepts with excellent interpersonal skills. • Skilled at gathering requirements and producing technical documentation and wireframes. • Hands-on experience developing stable, reliable and backwards compatible mobile applications. • Goal-oriented with a focus on results, deliverables and client satisfaction. • Experienced in an Agile Scrum development environment, participating in Sprints and Scrums; and employing Test Driven Development (TDD) and Continuous Integration. • Adept at integrating various native and 3rd party frameworks such as CoreLocation, MapKit, XCTest, CoreGraphics, CoreData, SQLite, Google APIs, Social Framework, CoreAnimation, AVFoundation, UIKit, EventKit, CloudKit, Core Bluetooth, etc. • Efficiently consumed and managed RESTful and SOAP web services with XML and JSON formats. • Skilled in asynchronous http and https requests using a variety of tools such as NSURLSession, and AFNetworking.

INDUSTRIES: Sports and Gaming, Health and Fitness

TECHNICAL SKILLS

• ObjectiveC	4 years
• Swift	4 years
• iOS	4 years
• Rest API	4 years
• SwiftUI	2 years

PROJECT DETAILS

• Senior iOS Mobile Device Developer January-2022 - February-2023

Project Description: Allows users to place bets on sports games around the world. It supports Daily Odds Boosts & Promotions on Football, Horse Racing, Tennis and more , Have More than 30 sports and 1,000s of pre-event and In-Play markets every day, Have live interactive scoreboards and stats help give you an edge, User can participate in different Challenges and can win rewards

Responsibilities: • Worked on XCode 13.2 and Swift 5.2 version. • Used Swift 5.2 for the iOS version and Objective C for Mac OS application. • Worked on Static and Dynamic Banners on multiple modules like Sports • Created different UI screens for different betting markets using programmatic constraints. • Worked on In-Play module to display different events. • Used URL session to integrate rest API calls for Dynamic Banners. • Worked on Unit and Snapshots tests using XCtest framework. • Integrated 3rd party frameworks like Quick and Nimbe , XCTesting-Gherkin , SnapShotTesting, TrustKit , Eureka, ShowTime using swift package manger • Invoked RESTful web calls using Alamofire, Combine, and Codable protocols with JSON decoder for data serialization. • Worked in an Agile/Scrum environment and participated in all agile ceremonies like backlog grooming, sprint planning, daily sprint, retrospective meetings. • Utilized the Atlassian Suite, JIRA for task management and Confluence for documentation • Applied a MVVM architecture with multiple design patterns (e.g., Singleton, publisher subscriber). • Used Charles proxy to debut API calls for dynamic banners • Used Internal frameworks like ISPCore to insert dependencies injection. • Used ISPUtil for data binding, this is internal framework which has custom property wrappers for doing databinding.

Technologies: Swift, Xcode, SwiftUI

Industry: Sports and Gaming

Link: https://apps.apple.com/gb/app/pokerstars-sports-betting/id1012933972

• Senior iOS Mobile Device Developer March-2020 - December-2021

Project Description: Nuffield Health 24/7 is our health and fitness streaming service, available to all of our gym members.App provides online workout videos, fitness tutorials and wellbeing advice from our personal trainers and health experts.

Responsibilities: • Worked on a dev team that applied an jira methodology, including Scrums and Sprints. • Developed app using iOS 11-12 in Swift 4-4.2 and Obj-C using Xcode 9-10. • Participated in design and architecture of new enhancements. • Worked closely with Swift/SwiftUI teams to push the language and framework forward and use it to full potential. • Played key role defining SwiftUI features and APIs. • Built designs with SwiftUI and created custom SwiftUI Views both via SwiftUI and via UIViewRepresentable. • Created classes for architectural variability and usability through subclasses. • Facilitated iOS developer team meetings with QA team. • Applied a MVVM architecture with multiple design patterns (e.g., Singleton, Decorator). • Spearheaded the re-write of the messaging application into Swift with a more robust design approach for expansion. • Utilized CocoaPods for in-house native SDK development and to implement third-party libraries such as OpenTok and SQL Cipher. • Performed unit testing with XCTest framework to ensure quality, stable code in the release. • Invoked RESTful web calls using AlamoFire, and RxSwift. • Resolved numerous bugs and crash scenarios using NSLogs, Breakpoints, Instruments and LLDB statements. • Implemented enhancements to the messaging application, including Group Messaging, Filtered Messaging, Scheduled Messaging, Video Messaging, Push Notification Navigation, Push Notification Snooze Feature, and Custom physician clinical workflows. • Implemented a variation of REST and Websocket APIs for the messaging client. • Assisted SQL server team in iOS functionality needs to update various APIs. • Multithreaded with both GCD and NSOperation to improve UI performance on main thread. • Used Git Repository with Sourcetree for iOS code base version control. • Used a custom info.plist for dynamically creating in app setting and screens. • Used CallKit for creating a native “call” functionality. • Implemented User Defaults and SQL lite for State persistency. • Used Core Bluetooth framework to connect with hardware devices to read health related data.

Technologies: Objective C, Swift, Xcode

Industry: Health and Fitness

Link: https://apps.apple.com/gb/app/nuffield-health-24-7/id1529676609

EMPLOYMENT HISTORY

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EDUCATION

• Bachelors degree in Science from University of London 2014 - 2018

LANGUAGES

• English - native

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