Titus A

iOS Developer, 9+ years experience
San Jose, CA, USA, United States
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Motivated self-learner iOS developer with 9 years experience in developing and deploying rich user interface applications integrating with MYSQL databases, REST API and socket-based iOS and MAC applications. Worked in R&D team which results in experienced understanding client's need and design, develop and maintenance the platform based on client's requirements. Excellent knowledge in core concepts like Object-oriented programming (OOP) ,Memory management (memory profiling and performance tuning), Persistent data and data structures, dependency injection, MVC and MVVM structures. Experienced in writing unit tests using XCTest. Familiar with app distribution and provisioning on Apple developer portal, distribution and deployment of Enterprise apps. Excellent communication, organizational skills, attention to detail and the ability to meet tight deadlines.

INDUSTRIES: Information Technology, Transport and Logistics

TECHNICAL SKILLS

• Swift	9 years & 3 months
• Restful API	9 years & 11 months
• AVFoundation	9 years
• MySQL	8 years & 11 months
• GCD	8 years & 3 months
• SwiftUI	5 years & 2 months
• MVVM	4 years

PROJECT DETAILS

• Rm100 April-2021 - January-2023

Project Description: a hardware accelerated based encoding Streamer iOS application and client version of this application in order to reconfigure streamer and playback the stream

Responsibilities: Designed and developed a hardware accelerated based encoding Streamer iOS application and client version of this application in order to reconfigure streamer and playback the stream MVVM structure within a 6 month. • Created Custom low latency player using AVFoundation integrated with Gstreamer framework to play a RTSP stream with a latency of less than 200 ms. • Improved video streaming application by adding multi-threading with GCD to smooth user interface responsiveness by reducing latency while backend processes running, allowing users to interact with buttons while stream playing. • Implemented socket based connections using SwiftSocket in order to enable the application to change the configuration of the streamer. For this task a new socket connection created then a listener on the client to handle the data received set up. • Using RxSwift and handling streaming of data and its effect on UI

Technologies: Swift, Gstreamer, FFmpeg, MVVM

Industry: Information Technology

• Car sharing March-2020 - April-2021

Project Description: a car-sharing application that met the needs of users of the project within the 8 months deadline. • Created rich User Interfaces with nested tableViews and collectionViews, enabling users to view a list of drivers and passengers and events and search for content

Responsibilities: Designed and developed a car-sharing application that met the needs of users of the project within the 8 months deadline. • Created rich User Interfaces with nested tableViews and collectionViews, enabling users to view a list of drivers and passengers and events and search for content. • Designed and implemented a custom Calendar integrated into the app using Swift in 2 weeks, which used to improve user experience by allowing the user to select multiple dates and display their curated events. • Designing apps under MVVM structure. N/A N/A • Improved the user experience of a login feature by implementing Alamofire for session handling, thus maintaining a safe connection between the server side and the application to use Rest API. • Handled Socket for real time data transfer with a latency of less than 1 second to notify users of changes in their requests within the application. • Implemented an in-app browser that Loads web pages with WebView kit, catches JavaScript events and interacts with UI, based on responses from event, resulting in a more responsive user interface. • Developed a payment procedure integrating the Apple Pay and another payment systems, using deep links to return to the application after payment and validating the payment based on the data received. • Decreased the customer journey from push notification to the specific pages by integrating rich push notification with rich media.

Technologies: Swift, googleMapKit, swiftUI, MVC

Industry: Transport and Logistics

EMPLOYMENT HISTORY

• Senior iOS Engineer April-2019 - January-2023

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• iOS Engineer April-2016 - January-2019

Stingray Media

Description: Developed an iOS Karaoke application which plays a vocal-less music and records user's vocal simultaneously to create an awesome music within 1 year. • Achieved faster and more reliable reactivation procedure by developing a login page along with account reactivation conditions and redeem code for internal in-app purchases. • Used AVAudioEngine to handle the "playback and record" functionality by its pipeline stream-based structure filled with source to sink elements and voice-effect elements in between. • Improved crash rates and reduced mean time to recover by 50% by implementing Crashlytics to track user activity and identify app bugs. • Improved user experience of the video-based Karaoke application by programming video recording at the same time with singing, using AVFoundation to capture the video and a customized Tableview to display song lyrics on a transparent background. • Converting recorded stereo song format from WAV to mp3 using FFmpeg and Lame framework reduced the size of final song about 90%. • Implemented video recording with real-time filters, animated transitions, and video compression. Improved the user experience by reducing the video size by 50%, the video duration, and increased the number of users shares their recorded music-videos on social media. • Archived recorded music on the local device and shared these with friends via ShareSheet or internal social media feed page. i

EDUCATION

• Bachelors degree in Computer Science from University of Porto 2009 - 2013

LANGUAGES

• English - intermediate

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