

Curriculum Vitae

Thomas William Woodfin

Senior Mobile App Developer



Contact

twoodfin@berkeley.edu



8459438855



denvermobileappdeveloper.com



Greeley, Colorado



 Thomas.woodfin

 thomaswoodfin

 github.com/ThomasWDev



Skills

Languages

Objective C, Swift, SwiftUI, Java, Kotlin

Web Services

REST, SOAP, (JSON/XML), Location-based implementations

Architecture Patterns

MVVM, MVP, MVC, VIPER

Version Control

SVN, GIT, SourceTree, Command Line / Terminal, GitHub, Code Commit, Gitlab, Bitbucket

Databases

SQLServer, SQLite, MySQL, Mongo DB, Postman Testing APIs

IDEs

Xcode and Android Studio

Methodologies

PSP, SCRUM/AGILE, TDD

Frameworks

Swift Package Manager, Cocopods, Firebase, Alamofire, Jetpack, XML, Retrofit, Dagger, AndroidX Lifecycle, Leanback, Junit, Chucker, Canary Leak, React native and Objective C

ANDROID DEVELOPMENT

Architectural pattern- MVVM with Clean Architecture
Software Design Philosophy - Solid Principle and Clean Code Architecture

Dependency Injections - Dagger-Hilt

Background Threading - Coroutines with Lifecycle components

State Handling - UI State, StateFlow, Flow

Network Call - Retrofit2

Data Serialization - GSON

Database & Storage - Firebase Realtime DB, Firebase Storage

API - Custom Api's using Foursquare & Firebase

Authentication - ID.me & Firebase Auth (OTP Phone)

Map- Google Map with Places Api & Custom Style

Runtime Permission: Dexter and EasyPermissions

Crash & Analytical tools - Firebase Crashlytics & Analytics

Navigation Graph- Jetpack navigation component

Third Party Libraries -

KProgressHUD, Coil, iOSDialog, IndicatorView,

Shimmer, Country Code Picker, PinView/OtpView,

SwitchButton(iOS Style),

BUG TRACKING

Mantis, Bugzila

CLOUD STORAGE

Firebase, Back4App, Parse, AWS

About Me

Knowledgeable and solution-focused software development leader able to manage projects efficiently while achieving business objectives by employing effective communication and organizational skills. Produce quality work by skillfully applying technical capabilities while progressing through the software development life cycle. Continuously build upon knowledge base and skills set by proactively seeking education opportunities and staying informed of technology advancements.

Project Management | Application Design | Troubleshooting | Debugging | Analysis | Customer/Client Service | Attention to Detail | Multitasking | Verbal and Written Communication.

Education

New York University

NYU Graduate Certificates iOS App Development,
Web Development, Digital Marketing

2013

Columbia University in the City of New York, New York, NY,

Graduate Certificate in Business

2012

University of California, Berke- ley, Berkeley, CA,

Bachelor of Arts

2008

Military Experience

United States Navy, Little Creek, VA, 2001

Interior Communications Engineering
Console Technician

Certificates

NYU IOS App Development

NYU Graduate Certificates iOS App Development,
Web Development, Digital Marketing

Contract Roles

Getalloyed.com	02/2020 – 04/2020 New York
CIANDT.COM	12/2019 - 02/2020 Oakland,CA
FTR.com	Nov 2021- March 2022
Marriott.com	March 22 - October 22

Professional Experience

Mar,
2022

Present

1099 Contractor for Marriott.com

Senior Mobile App Developer

- Applied and mixed swiftui & swift language in the project
- Split project's component and controlled by Cocoapods
- Setup Github Actions for SwiftLint. strict rules checking before merging pull requests.
- Performed code review regularly to keep high quality of codes;
- Checked OKR's results and shared some experience in entire tech department.
- Organized our team's share meeting and team building, posted and maintained.
- Took over outsourced simple App, transited its functions from the web to native step by step Participated in formulating code specifications, design specifications, elements of UI specifications and seeking superior cooperation among our team. implemented componentized and modularized approaches and mixed swift language to increase the readability, scalability, and efficiency of projects.
- Researched and applied Apple's new features to make this app more vividly; Due to strict code control, the average crash rate was controlled below 0.4%

Nov,
2021

Mar,
2022

Private Consultant

Senior Mobile Application Development

- Collected and analyzed data in science and technology to generate innovative ideas that could provide effective and efficient solutions through mobile applications;
- Developed applications using Swift 5.0, XCode 12, Interface Builder, Instruments, Cocoa Touch, iOS 13; employed SWIFTUI to build the user interface across all iOS platforms and XCode 12 to ensure codes and designs coincided seamlessly;
- Accomplished project management duties by orchestrating a team to define and design new features, and by using an Agile/SCRUM methodology to establish an incremental outline for each sprint and set objectives for daily scrums;
- Integrated outside resources, including AFNetworking and MBProgress Hud, using Cocoapods to build functionalities;
- Reconfigured application operation with the local database by introducing data-driven development (DDD); Applied exceptional customer service skills in combination with honed communication skills in interactions with clients to ensure expectations were being met and to productively work through challenges.
- Experienced with live video streaming using AVKit and underneath AVFoundation.
- Worked on various SDKs including 3rd party like Mux SDK.
- Worked with indoor mapping beacons like Estimote.io and kontakt.io
- Experienced creating a Software Development Kit and Cocoapod for RewardMob gaming company to give rewards to users for playing games natively in SpriteKit.

Additional Information

Full Legal Name (As mentioned on your Driver's license):

Thomas William Woodfin

Best number to Contact for Telephonic Interview :
8459438855

Skype ID (If any): **Thomas.woodfin**

Current Location: **Greeley, CO**

Visa Status with Expiration Date: **US Citizen**

Email ID: **twoodfin@berkeley.edu**

Availability to Start on the project:

After 5 days of confirmation

Availability for the interview (Kindly provide few time frames):

You can set a meeting through this link
<https://calendly.com/thomaswoodfin>

End date of Current/Last project:

March 2022

DOB: (only date & month): **September 14**

SSN: (only last 4 digits): **6043**

Professional Experience

May,
2021
-
Nov,
2021

Communitybrands.com

Senior IOS Engineer

- Proven experience developing iOS mobile apps that work hardware accessories and sensors (Bluetooth, Bluetooth Smart, etc.)
- Experience with Wearable's such as Apple Watch, fitBit.
- Optimize mobile applications by performing quality assurance, testing, troubleshooting, and debugging for new and existing iOS features.
- Experience integrating and developing Applepay and messaging services.
- Configured Deeplinks, which is used to navigate into different parts of the applications.
- Experience with SQLite, Core Data, and CallKit to build a call blocker application that stored 5 million numbers locally.
- Experience with ARKit to show an augmented reality scene.
- Experience with MLKit to take a photo and query Fire store database to match and trigger an event action.
- Employ leadership skills such as delegate work based on strengths and skillsets, provide team support and technical assistance, and communicate feedback in order to manage expectations and ensure timelines are met.

May,
2020
-
May,
2021

Edison Interactive

Android app developer

- Android Structure Architectural Experience Jitpack.io configuration for multiple modular based features integrated into another Kotlin based repository stack. Dagger Hilt for dependency injection
- Retrofit for network calls
- Coroutines for reactive programming
- Lifecycle for livedata
- Navigation component for activity/fragment interactions
- Code added in the Common module, so can be used across all project that is using this module.
- Dagger Hilt setup.
- Network module - Module to handle Retrofit config for API call
- Base classes (BaseActivity, BaseFragment and BaseViewModel) with databinding
- Common useful extensions
- Additional utile classes
- Functional, Interactor, Expection handler for UseCase implementation.
- Added samples in features -> sample package for sample implementation and to test dagger implementation as well for good unit testing.
- Expertise in developing applications for android operating system using Eclipse IDE, ntelij Android studio, SQLite, Java, XM

References

Shawn Sizer,
CEO 0321technologies
shawn@0321technologies.com,
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Dr. James Woodford,
CEO Forensic Resources
+1 (423) 432-2606

Bianca Picardo
CEO Beach Eatz
+1 (423) 432-2606

Professional Experience

July,
2018
-
May,
2020

QWQER Services, LLC, Team Lead iOS App Developer

- Oversee a team of engineers throughout the entire software development life cycle to create e-commerce iOS applications utilizing expertise in design patterns and object-oriented methodologies, as well as Swift5.0, SwiftUI, Objective-C, Cocoa, and current iOS 14 features.
- Responsible for the architecture design, code review, and technology build and deployment activities of mobile applications.
- Manage iOS Developers team while defining their responsibilities for the projects and making sure that the products are delivered without any technical issues.
- Master of Apple's development tools and development environments.
- Proven leadership skills, including the ability to motivate and lead other talented developers and designers.
- Familiarity with Cocoa, Cocoa Touch and other SDKs for mobile app development.
- Continue improving the app quality of experience on a large number of devices.
- Expert-level knowledge of iOS with at more than 5 years of experience developing, shipping, and maintaining mobile applications.

Feb,
2013
-
June,
2018

0321 Technologies, LLC Team Lead Mobile App Developer

- Strong experience in mobile development of internal and/or customer-facing mobile solutions.
- Deliver across the entire app life cycle –concept, design, build, deploy, test, release to app stores and support.
- Excellent knowledge in information architecture, human computer interaction and usability design principles.
- Proven experience in multitasking and good time management skills.
- Strong project management skills, specifically working with deadlines and estimating the duration of a project.
- Strong soft skills, including experience in facilitation, diplomacy, and conflict resolution.
- Deep understanding of software development lifecycle along with working knowledge of SCM with strong emphasis on Git and Git Flow.
- Have strong experience and knowledge of HTML5, CSS3, Javascript and Parse.
- Excellent communication skills (verbal and written) to establish a working relationship with various departments locally and internationally

- 2021 ● QWQER FOOD
- 2021 ● PatientAccess
- 2020 ● Aiuto
- 2020 ● Pixel Lime Comic Book Augmented Reality
- 2020 ● Beach EatZ, A Food Delivey App
- 2019 ● EMMA Tech Election Maintenance and Management Application
- 2019 ● Raptor Security Software Agent
- 2013 ● Gooroo for Tutors
- 2020 ● Pixel Lime, A Comic Book Augmented Reality
- 2019 ● Beach EatZ, A Food Delivery App
- 2020 ● Swurvin, On Demand Navigational Service Provider
- 2020 ● EDAY, Real Time Tracking App
- 2019 ● VETMED, Personal Health Care Assistant Application
- 2018 ● Raptor Security Software, A Security Guard Patrol Software
- 2018 ● EMMA Tech, An Election Management and Maintenance Application
- 2018 ● Drynx, A Bar App

More About Me

I attended NYU graduate certificate programs and excelled with a 4.0 GPA for iOS Development, Web Development, and Digital Marketing in 2013.

I am currently working on the most recent iOS Xcode, Swift 5.3, SwiftUI (WidgetKit, Appclips – functionalities), iOS14 (most current OS).

I am experienced with iOS SDK, Objective C, and Swift. I am able to bridge ObjC to Swift or rewrite code in Swift. I have experience with Image Recognition, ARKit (augmented reality), CoreML (machine learning), Mapkit, CallKit, and social media SDKs to connect with social media apps like Facebook and Instagram, I have connected with community group functions. I built over 100 mobile apps in my decade plus career. I have excellent written and verbal communication skills. I am able to work in team environments via Scrum and/or Agile. I am familiar working in Jira, Slack, Gitflow with Bitbucket, GitHub, Gitlab and CodeCommit {AWS}. I have worked with domestic and international teams throughout my career.

I am experienced in AV Foundation Framework (Swift) to record audio from the device. Dropbox, CloudKit and Drive API for sharing and backups. I implemented Core Data framework to store user data locally and SQLite for offline functionality and architecture. I implemented NS Operation Queue and NSURL Session (Swift) to integrate with backend web services Restful APIs. I am familiar using Storyboard, XIB and SwiftUI. I have programmatically handled UI in Objective C and Swift. I am comfortable setting Storyboard constraints for multiple device layouts. Most of the apps I worked use Pushkit for push notifications for alerts and reminders. Most apps require writing unit tests for testing specific functionality and logic.

I migrated codes using Swift and Swift 5.3. On a few apps I used Bluetooth on Bluetooth low energy (BLE) and QR codes. I used Xcode's instruments tool to fine tune the app performance and memory management. I formatted the data as per business rule to display in UI. Followed a work data flow principle for design and development. I worked closely within a cross functional team of testers and developers. In a recent project PatientAccess, I implement a function to get the heart rate via the flash on the camera.

Environment: iOS 14 and 6.0, Mac OS, Swift 5.0, Combine and RXSwift, Xcode, Cocoapods, Swift Package Manager, Cocoa Touch, Cocoa framework, Adobe Suite (Photoshop), MapKit, Core Location, and AVFoundation.