

Curriculum Vitae

Thomas William Woodfin

Senior Mobile App Developer



Contact

twoodfin@berkeley.edu  Greeley, Colorado 
denvermobileappdeveloper.com 

 Thomas.woodfin  thomaswoodfin
 github.com/ThomasWDev

Skills

Languages

Objective C, SwiftUI and Swift, Java, Kotlin

Web Services

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

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 and Swagger for Testing APIs

IDEs

Xcode and Android Studio Dolphin

Methodologies

PSP, SCRUM/AGILE, TDD

Frameworks

Swift Package Manager, Cocopods, Firebase, Alamofire, Jetpack, XML, Retrofit, Dagger, AndroidX Lifecycle, Leanback, Junit, Chucker, Canary Leak

BUG TRACKING

Mantis, Bugzila

CLOUD STORAGE

Firebase, Back4App, Parse, AWS

IOS SWIFT

MapKit, WeatherKit, PassKit, AV Foundation, Core Bluetooth, ARKit 6, Core Image, Core Data, SQLite, Realm, User Defaults, Core Location, Core Motion

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

2013

New York University

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

2012

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

Graduate Certificate in Business

2008

University of California, Berkeley, Berkeley, CA,

Bachelor of Arts

Professional Experience

KOTLIN ANDROID

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 PickerPinView/OtpView, SwitchButton (iOS Style)

REACT NATIVE

fontawesome/fontawesome-svg-core, fontawesome/free-solid-svg-icons, fontawesome/react-native-fontawesome, async-storage, community/checkbox, community/push-notification-ios, firebase/messaging, navigation/material, bottomtabs, navigation/native, navigation/stack, twilio/conversations, awssdk, axios, font-awesome, html-entities, moment, react, aes-crypto, date-picker, device-info, elements, gesture-handler, image-picker, keyboard-aware-scroll-view, linear-gradient, paper, push-notification, safe-area-context, screens, select-dropdown, svg, svg-transformer, vector-icons, video, redux, string-replace, redux, redux, persist, devDependencies, babel/core, babel/runtime, community/eslint-config, babel-jest, babel-plugin-root-import, eslint, jest, metro, babel-preset, react-test-renderer, jest.

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

Mar,
2022

Present

1099 Contractor for Marriott.com

Senior Mobile App Developer

- Applied and mixed Swiftui & Swift language in the Bonvoy application.
- Worked in Kotlin Android app module helping the Most Valuable Promotion feature integrating Chase API and American Express to display ads in 8 locations throughout the app the prefill the applications with Marriott API data such as name, address, phone number, and other details to make the credit card application more seamless.
- Works on a feature to add this credit card, once approved with an Instant Credit feature, to the account profile automatically for the user to use this card to check out a room rental for a reservation.
- The Android app used GraphQL and the IOS App was still using Restful APIs in Swift and migrating to GraphQL in the SwiftUI version which is yet to be released in the Apple App Store.
- We followed a typical Scrum ceremony, sprint planning, sprint grooming on tickets, and QA process to validate the ticket completion process.
- Add GraphQL plugin to Android Studio and sync web API updates.

Nov,
2021

Mar,
2022

The Five Network

Senior React Native, Swift, and Kotlin Developer

- Supported 3 different applications in Swift, Kotlin/Java and React Native. Inherited a 100% Java project and ended 55% Kotlin and 45% Java.
- The Swift app used Fastlane to combine with the model view structure of file and folder creation and data flow using Codable and Decodable to parse the data models and built off the JSON responses
- The Android code base uses an MVVM structure with Jenkins.
- I set up GitHub actions for SwiftLint, Klit and Bitrise. Bitrise was used in react Native.
- The GitHub actions for SwiftLint enforce on the IOS pull request strict rules checks before passing for a human review.
- Performed code review regularly to keep a high quality of codes;
- Checked objectives and key results and share some experience with the entire department.
- Organize our team meetings and team building. Followed a Scrum structure of sprint planning, and sprint grooming. Parking lot to discussions and popcorn approach to daily stand-ups. Documented code and third-party libraries in confluence. Improved the cleanliness of Android, IOS, and React Native codes to increase the readability, scalability and efficiency of the projects.
- Researched and applied Apple's new feature to make this app more vivid; Due to the strict code control, the average crash rate was controlled below 0.4%.

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 devices 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.
- Experience integrating and developing Applepay and messaging services.
- Configured Deeplinks, which is used to navigate into different parts of 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 Firestore 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.

Feb,
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.
- Set up Retrofit for network calls.
- Set up co-routines for reactive programming.
- 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.
- Create a networking module to handle Retrofit config for API call.
- Base classes (BaseActivity, BaseFragment and Base-ViewModel) with databinding
- Configure common useful extensions.
- Additional utilize classes.
- Functional, Interactor, Exception handler for UseCase implementation.
- Added samples in features -> sample package for sample implementation and to test dagger implementation as well for good unit testing.
- Provide expertise in developing applications for android operating system using Eclipse IDE, IntelliJ Android studio, SQLite, Java, XM.

References

Shawn Sizer,
CEO 0321technologies
shawn@0321technologies.com,
+1 (410) 829- 9502

Dr. James Woodford,
CEO Forensic Resources
+1 (423) 432-2606

Professional Experience

July,
2019
-
May,
2021

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,
- 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
- Provide expertise in Apple' s development tools and development environments to other developers and designers.
- Provide leadership skills, including the ability to motivate and lead other talented developers and designers.
- Work with Cocoa Touch and other SDKs for mobile development.
- Continue improving the app quality if experience on a large number of devices.
- AWS Cognito iOS SDK, Core Data, Connecting Decoder and Encoder to process RESTful APIs

Feb,
2013
-
June,
2019

0321 Technologies, LLC Team Lead Mobile App Developer

- Provide 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.
- Expertise in consultation knowledge on information agriculture, human-computer interaction, and usability design principles.
- Provide experience in multitasking and good management skills. Set up daily standards using popcorn communication methods and set ceremonies for sprint grooming and sprint retrospective.
- Provide strong project management skills, specifically working with deadlines and estimating the duration of a project.
- Provide strong soft skills, including experience in facilitation, diplomacy, and conflict resolution.
- Share a deep understanding of software development life cycle along with working knowledge of SCM with strong emphasis on Git and Git Flow.
- Coding and consulting knowledge of HTML5, CSS3, Javascript, SwiftUI and Swift, Objective C, Java, and Kotlin.
- Demonstrate excellent communication skills (verbal and written) to establish a working relationship with various departments locally and internationally.

- 🍏 📱 The Five Network
- 🍏 📱 Seabee Mobile
- 🍏 📱 USACE EM-385-1-1 Safety Manual
- 🍏 📱 myKubota
- 🍏 📱 Beach Eatz
- 🍏 📱 Patient Access
- 🍏 📱 Raptor Security Agent
- 🍏 📱 DroppingBuy - Grocery Delivery
- 🍏 📱 QWQER USA Driver
- 🍏 📱 QWQER USA
- 🍏 📱 TAC-APP
- 🍏 📱 WeSeeYou Safety App
- 🍏 📱 NuMate-Safe Dating Made Simple
- 🍏 📱 Gooroo for Tutors
- 🍏 📱 Fire Inspection Pro
- 🍏 📱 EMMA Tech
- 📱 BonVoy
- 📱 MyFrontier
- 📱 Shark Experience
- 📱 Builder's Punch List
- 📱 Gombos

More About Me

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

I am working on the most recent iOS Xcode 14, Swift, SwiftUI, and Swift. (WidgetKit, Appclips - functionalities), iOS16 (The most current OS).

I am experienced with iOS SDK, Objective C, and Swift. I am able to bridge Objective C 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 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 with working in Jira, Slack, and 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 the 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 with 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 on use Pushkit for push notifications for alerts and reminders. Most apps require writing unit tests for testing specific functionality and logic.

I recently wrote logic tests using XCTest to compare the JSON for permissions validations depending on the various environments for different clients. If these tabs show, a Boolean check of 0 and 1 would either hide tabs or show them in the app settings. I wrote unit tests checking for tokens and ReplayKit was taking and sending the appropriate screenshots to the server. I migrated codes using SwiftUI 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's performance and memory management. I formatted the data as per business rules to display in UI. Followed a work data flow principle for design and development. I worked closely with 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, AVFoundation, and APIs. I am familiar with using Storyboard, XIB, and SwiftUI. I have programmatically handled UI in Objective C and Swift.