










Thomas William Woodfin

Senior Mobile App Developer

Contact

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-  github.com/ThomasWDev

Education

- New York University** 2013
NYU Graduate Certificates iOS App Development, Web Development, Digital Marketing
- Columbia University in the City of New York, New York, NY,** 2012
Graduate Certificate in Business
- University of California, Berkeley, Berkeley, CA,** 2008
Bachelor of Arts

Summary

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

Skills

Languages

SwiftUI, Objective-C, Swift5.0, Kotlin, Java, XML

Services

REST, SOAP, (JSON/XML), RESTful APIs, Paypal Auth 2.0, Location-based implementations, Broadcast Receivers, GraphQL API Integration, All Kinds of Google Map Related Services.

Architecture/Design Patterns

MVVM, MVC

Version Control & Client

SVN, Git (Bitbucket, Gitlab, Github), Postman, Sourcetree,

Databases

Back4App (Parse), Firebase, SQLServer, SQLite, MySQL, Mongo DB, Realm, Room.

IDEs

XCode, Visual Studio, Eclipse, Android Studio, Net Beans.

Methodologies

PSP, SCRUM/AGILE, TDD

Frameworks

CocoaPods, CocoaTouch (SwiftyDB, SwiftFlow, SwiftyJSON, ImagePicker, RxCocoa, etc.), AFNetworking, SDWebImage, Alamofire, MBProgressHUD, Masonry, SVProgressHUD, MJRefresh, CocoaLumberjack, Realm, Barcode scanning/OCR using AVFoundation, ARKit, CloudKit, MapKit, LocationKit Reachability, Core ML, AWS AppSync, Native Animations, Core Bluetooth, SDK-FB and Instagram, Flutter, React Native, Xamarin, Ionic, Corona, Sencha Ext JS, Native Scripts

BUG TRACKING

Newrelic, Crashlytics, Fabric, Bugfender, Sentry.io, Mantis, Bugzila, Timber

CLOUD STORAGE

Firebase, Back4App, Parse, AWS

SDK and 3rd Party Libraries

Able to integrate any 3rd Party Libraries for Android and iOS

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

References

Shawn Sizer,
CEO 0321technologies
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+1 (410) 829- 9502

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

Professional Experience

- 01/2021
to
06/2021
Denver
- 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 utility 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.
- 06/2020
to
01/2021
New York
- 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;
 - ▶ 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 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.

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:

June 06, 2021

DOB: (only date & month): September 14

SSN: (only last 4 digits): 6043

Professional Experience


















01/2013
to
06/2020
Denver

0321 Technologies, LLC,

Team Lead Mobile App Developer

- ▶ 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.
- ▶ Worked with the SQLite Database to store the created program.
- ▶ Used Android Debug Bridge ADB extensively throughout to debug UI and app logic.
- ▶ Implemented Flat UI designing using Gradle integration in Eclipse IDE.
- ▶ Worked with the Android SDK, and implemented Android Bluetooth and Location Connectivity components.
- ▶ Model View Controller (MVC) architecture has been adopted to provide framework.
- ▶ Responsible for consuming the REST services, getting JSON response and parsing them to get the required information.
- ▶ Design UI views with Flexbox and React Native dimension API. Add custom navigation views using React Native Navigation.
- ▶ Responsible for deploying the app to the Android Marketplace and supported the app for different releases of Android OS.
- ▶ Implemented features for various applications in Java, Kotlin
- ▶ Implemented Payment gateway using PayPal and Stripe, etc.
- ▶ Expertise in developing applications for android operating system using Eclipse IDE, IntelliJ Android studio, SQLite, Java, XML.

Projects

- 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 - Agent 
- 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.

No Recruiters. If you received this resume from a recruiter, it is unauthorised.