

Redghy Jean / Senior iOS Developer

Gmail: jeanredghy@gmail.com

PROFILE SUMMARY

- More than 5 years of experience in Mobile App development, deploying apps for iOS devices using Xcode working with Objective-C and Swift.
- 5 iOS Applications published in the App Store
- Development experience with architectures MVVM, MVC, and MVP.
- Fluent with design patterns (ex: Protocols, Delegation, Observable/binding, Decorator, Singletons)
- Expert in implementing native approach API solutions like URLSession, Datatask and using Codable to Encode and Decode objects into Swift structs to interact with RESTful API
- Strong with implementing persistent solutions working with UserDefaults, CoreData, Keychain, SQLite as well as cloud persistent solutions like CloudKit, Amazon Web Services (AWS), Google Cloud Platform (GCP) and much more.
- Strong implementation skills in multithreading solutions like using Grand Central Dispatch (GCD) and customizations using NSOperations.
- Experience in Native iOS Development (Objective-C, Swift) and working with common approaches to elegant UX like with Stack views, AutoLayout and Size classes
- Skilled at contributing to or leading Sprint Planning meetings, Sprint Retrospective, Sprint backlogs and daily Scrums.
- Continuous integration with Jenkins for automated testing, in order to properly cycle from dev to QA to production.
- TDD using the XCTest framework for iOS to ensure clean code, and stable Agile sprints.
- Experienced with SwiftUI and Combine.
- Skilled integrating native and 3rd-party frameworks such as CoreLocation, MapKit, CoreAnimation, XCTest, CoreGraphics, CoreData, SQLite, Google APIs, Social Framework, AVFoundation, Alamofire, UIKit, EventKit, CloudKit, Core Bluetooth, etc.
- Consume WebServices, mainly REST and SOAP based. Native experience with NSURLConnection, NSURLSession. 3rd-party experience with RestKit, AF Networking, and Alamofire.
- Good eye for UI/UX design. Focus on Apple's skeumorphic and minimalistic design principles.
- Hands-on with CoreGraphics, CoreAnimation, UIDynamics, UIViewAnimateWithDuration, etc.
- Detail-oriented developer with experience in the entire software development lifecycle, including requirements gathering, design, development, testing, debugging and maintenance.

TECHNICAL SKILLS

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<p>Architectures and Designs - MVVM, MVP, Builder, Factory, Singleton, Adapter, Bridge, Composite, Decorator, Object, Façade, Module, Proxy, Command, Interpreter, Observer, etc.</p> <p>Programming - Swift, Objective-C, Java, JavaScript, Unix Shell scripting</p> <p>IDEs: Xcode, Eclipse</p> <p>Databases –MySQL, SQL</p> <p>Methods - Agile, Scrum, KanBan, Pair Programming, Xtreme</p> <p>Testing - TDD, Unit Testing, XCTest, Automated Testing, Jenkins, TestFlight, Material Design</p> <p>Web Services - REST, JSON, XML, SOAP, Reachability</p> <p>Tools – Instruments, CocoaPods, JIRA, Putty</p>	<p>iOS Development – Combine, Cocoa Touch, CocoaPods, RxSwift, RxCocoa, Animation, Auto Layout, Storyboard, Xibs, Interface Builder, CALayers, MapKit, UIView, View Controllers, Adaptive Layout, GCD, UIDynamics, UIKit, CoreLocation, CoreBluetooth, CloudKit, CoreGraphics, QuartzCore, AVFoundation, CoreData, EventKit, Social, Alamofire, Firebase,</p> <p>Data Management - SQLite, Core Data, Keychain, File System, NSCoding, PList / NSKeyedArchiver, NSUserDefaults</p> <p>Build Tools - Jenkins, Maven,</p> <p>Versioning - Git, GitHub, SVN, SourceTree, BitBucket</p>
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iOS PROJECT EXPERIENCE

Bahama Breeze, Orlando, FL

February 2021 to Current

Senior iOS Mobile Developer

<https://apps.apple.com/us/app/bahama-breeze/id1534748577>

The Bahama Breeze app makes ordering Caribbean-style food and drinks easier than ever. Browse the island-inspired menu, place To Go orders, find real-time directions to a nearby Bahama Breeze and more. Cheers to letting the rhythms of the islands decide your next move.

- Programmed app in Swift with Combine on an MVVM architecture and various design patterns.
- Built UI using SwiftUI.
- Utilized CocoaPods to load all third-party frameworks and manage dependencies.
- Gathered requirements and interfaced with UI/UX designers and product owner to develop an attractive, user friendly, customer-facing app.
- Translated functional requirements for the iOS development project into technical requirements.
- Invoked RESTful web calls using Combine.
- Implemented Alamofire implementation to help optimize backend calls.
- Used UIViewControllers, UITableViewControllers, and custom UITableViewCell with Interface

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Builder to design and develop user interface.

- Worked with Core Data to prepopulate UI with persisted data received from web service calls.
- Developed a responsive user interface that adapted to a wide variety of iOS devices.
- Developed UI using Storyboards and AutoLayout, and Constraints per design specifications.
- Used Localytics to analyze the usage of each functionality and market analysis.
- Configured and implemented a MySQL open-source relational database management system.
- Helped the backend team during the design of the new Restful API for the mobile platform.
- Utilized URLSession to fetch RESTful API calls and decode data via the Codable protocols.
- Tested new features using XCTest using dependency injection to simulate different scenarios.
- Wrote Unit Tests for code using XCTest library.

The Estée Lauder Companies, New York, NY January 2020 to February 2021

iOS Developer

<https://apps.apple.com/us/app/elx-on-the-go/id1439621028>

Beauty Advisors can earn stars, badges and a place on the leaderboard with the ELX-On-The-Go App. See what's new with trending stories, take a deep dive into products and trends with learning levels, watch Generated build using MVVM architecture.

- Applied design patterns KVO and Singleton.
- Developed app using iOS in Swift using Xcode.
- Worked with iOS native frameworks, including UIKit, URLSession, Grand Central Dispatch, OperationQueues, UserDefaults.
- Worked with 3rd-party libraries for information exchange and used CocoaPods to manage dependencies.
- Created classes for architectural variability and usability through subclasses.
- Worked with 3rd-party frameworks, including Gmail, Outlook, MBProgressHUD, and Alamofire.
- Multithreaded with GCD and NSOperation to improve UI performance on main thread.
- Consumed RESTful web services using Alamofire with Combine with Codable for JSON parsing.
- Worked with Keychain to share sensitive data between applications.
- Used Git Repository with SourceTree for iOS code base version control.
- Worked on a distributed Agile iOS development team in an Agile Scrum environment with daily scrums and weekly sprints.
- Used Crashlytics to track issues which occurred in previous versions.

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- Implemented advanced animation techniques to provide a user-friendly interface.
- Developed UI using Storyboards and AutoLayout, Constraints per design specifications.
- Installed Jenkins plugins to work along with Xcode to run the SDK for Continuous Integration to test the test cases written using XCTestests.

Molina Healthcare, Long Beach, CA

March 2019 to January 2020

iOS Mobile Application Developer

<https://apps.apple.com/us/app/my-molina/id1087995311>

Now including our entire Molina family of brands (Molina, Passport, Senior Whole Health and Affinity).

Members can sign into the app using their My Molina User ID and Password to access our secure features, including user-friendly navigation; view health coverage; view your benefits and eligibility; view/download and share ID card; make premium payments (Marketplace only); manage your payment profile; save favorite doctors; and more.

- Used Encryption services for encrypting and decrypting files when sending and receiving to Firebase.
- Used Story Boards and XIBs to design basic UI on a page-by-page basis or even so far as individual elements to be re-used.
- Enhanced Interface-Builder designs programmatically by modifying constraints, frames, colors, and font sizes.
- Used Delegation to manage multiple threads.
- Integrated with Health app to display health information.
- Used Bamboo to keep track of builds and run automated tests.
- Tracked tasks and stories with JIRA.
- Recommended tools and plugins to optimize the development process.
- Maintained and improved application performance.
- Improved and maintain CI/CD processes with Jenkins.
- Programmed in Xcode with Objective-C and started transitioning code and developing new features in Swift.
- Implemented RxSwift to handle two-way binding.
- Rewrote some of the older Objective-C libraries to Swift.
- Performed unit testing with XCTest framework.

Motel 6, Carrollton, TX

January 2018 – March 2019

iOS Software Application Developer

<https://apps.apple.com/us/app/my6-book-save/id1155659794>

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The My6 app is the fastest and easiest way to search for and book reservations at 1,400+ Motel 6 and Studio 6 locations across the US and Canada.

- Analyzed requirements to identify possible use cases for the new product design.
- Performed build work in Xcode IDE programming in Swift and Objective-C.
- Applied bridging header to support both Objective-C and Swift code bases.
- Worked with MVVM architecture and used various design patterns such as Factory, Singleton, and Adapter.
- Collaborated with design and marketing team on look and feel of the iOS mobile app.
- Implemented UI using Storyboards and Xcode to create an elegantly simple UI.
- Analyzed existing iOS code for improvements and optimizations focusing on where it can be refactored to compact code.
- Worked in RxSwift using RxCocoa.
- Added reminders with EventKit to remind users of upcoming events.
- Used UIKit, MapKit and CoreLocation to enhance user to find nearest store location.
- Worked with Localization to the app to enable content tailored to a user's language settings.
- Ran the team using SCRUM agile methodology, with lean startup.
- Utilized Core Data to store user progress with Keychain for login.
- Added 'Nearby' function to the app using MapKit, which helped locate nearby hotels.
- Analyzed and optimized the UI and the backend interface code for efficiency and overall iOS app performance.
- Developed new components like infinite scrolling section for sliding tableview.
- Worked with Localization in all the changes we made to maintain all features and functions in languages served.
- Conducted technical/programming interviews of candidates for new iOS team members.
- Used RxSwift with RxReachability to react to network changes and to sync data across multiple clients with the iOS app.

TurboScan by Piksoft, Alameda, CA

April 2017 to January 2018

iOS Software Application Developer

<https://itunes.apple.com/us/app/turboscan-quickly-scan-multipage/id342548956?mt=8>

TurboScan turns your iPhone into a multipage scanner for documents, receipts, notes, whiteboards, and other text. With TurboScan, you can quickly scan your documents and store or email them as multipage PDF or JPEG files.

- Constructed custom ViewControllers using Storyboard, along with programmatic UI statements; graceful orientation-handling secured with AutoLayout constraints

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- Provided design tweaks to app's custom TableViewCells, to enhance the overall user-experience in content shown
- Implemented application workflow and accompanying code to pass document scans directly to Messages app
- Resolved numerous bugs using LLDB statements along with strategically placed Breakpoints
- Project matriculated using Agile/SCRUM management methodology; Code delivered in 2-week Sprints
- Worked remotely on a dev team of 6 – 3 iOS Devs, 2 QA, 1 Architect/SCRUM Master
- Worked closely with QA team to resolve bugs and other development issues to confirm Sprint releases
- Resolved major camera crash bug upon arrival to development team, by using Allocations Instrument
- Developed with Cocoa Touch framework on UIKit.
- Updated SDKs to new versions.
- Built using MVP architecture.

EDUCATION

Georgia State University

Bachelor (Computer Science)