



Curriculum Vitae

Thomas William Woodfin

Senior Mobile App Developer

Contact

twoodfin@berkeley.edu ✉ Greeley, Colorado 🏠

denvermobileappdeveloper.com 📍

📧 Thomas.woodfin 🌐 thomaswoodfin

🐙 github.com/ThomasWDev

Skills

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

Programming Languages

Objective C, SwiftUI and Swift, Java, Kotlin

Web Services

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

Architecture Patterns

MVV M, MVP, MVC, VIPER

Version Control

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

Data bases

SQLServer, SQLite, MySQL, Mongo DB

API Testing

Postman and Swagger

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, Bugzilla

About Me

Knowledgeable and solution-focused software development leader capable of efficiently managing projects while achieving business objectives through effective communication and organizational skills. Proficient in producing quality work by skillfully applying technical capabilities throughout the software development life cycle. Proactively seeks education opportunities to continuously build upon knowledge base and skill set while 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, NY

Graduate Certificate in Business

2012

University of California, Berkeley, Berkeley, CA,

Bachelor of Arts

2008

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

KOTLIN ANDROID

- Architectural pattern: MVVM with Clean Architecture
- Software Design Philosophy: SOLID Principles and Clean Code Architecture
- Dependency Injection: Dagger-Hilt
- Background Threading: Coroutines with Lifecycle components
- State Handling: UI State, StateFlow, Flow
- Network Calls: Retrofit2
- Data Serialization: GSON
- Database & Storage: Firebase Realtime DB, Firebase Storage
- API Integration: Foursquare, Firebase Authentication, ID.me & Firebase Auth (OTP Phone)
- Map: Google Map with Places API & Custom Style
- Runtime Permission: Dexter and EasyPermissions
- Crash Analytics: Firebase Crashlytics & Analytics
- Navigation Graph: Jetpack Navigation Component
- Third-Party Libraries: KProgressHUD, Coil, iOSDialog, IndicatorView, Shimmer, Country Code Picker, PinView/OtpView, SwitchButton (iOS Style)

REACT NATIVE

Utilized various libraries and dependencies, such as FontAwesome SVG, AsyncStorage, Checkbox, Push Notification, Firebase Messaging, Navigation, Twilio Conversations, AWS SDK, Axios, Font Awesome, HTML Entities, Moment, React, AES Crypto, Date Picker, Device Info, Gesture Handler, Image Picker, Keyboard Aware Scroll View, Linear Gradient, Paper, Safe Area Context, Screens, Select Dropdown, SVG, SVG Transformer, Vector Icons, Video, Redux, String Replace, Redux Persist, and more.

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
NewYork

CIANDT.COM

12/2019 - 02/2020
Oakland,CA

Professional Experience

Jan,
2024
-
Present

1099 Contractor for CVS Pharmacy

Senior IOS Mobile App Developer

- Create an internal Cocoapod for a global header and footer, incorporating features such as Voice Search, Profile, Notifications, and navigation for all bottom tab bars.
- Produced clear Confluence documentation outlining integration steps and customization options for teams, including the Shop team.
- Customized header and footer pods to accommodate varying team requirements, such as excluding search or cart functionalities.
- Collaborated with Circle CI and SonarCloud to ensure a minimum of 70% UI and Unit Test Coverage for every pull request, maintaining code quality and reliability.
- Utilize a large set of internal SPM and Cocoapods, such as their semantic tokens, for all global colors.
- Configure Frogger to run their Android code and compare the logic with iOS, ensuring iOS implementations align with Android's.
- Lead two other developers on implementing features such as spotlight search and the global footer, which are part of the Cocoapod I created.

Mar,
2022
-
Jan,
2024

1099 Contractor for Marriott.com

Senior Mobile App Developer

- Applied and mixed SwiftUI & Swift language in the Bonvoy application.
- Worked on the Kotlin Android app module, assisting with the Most Valuable Promotion feature by integrating Chase API and American Express. This integration displayed ads in 8 locations throughout the app and prefilled the applications with Marriott API data, such as name, address, phone number, and other details, to make the credit card application process more seamless.
- Working on a feature to automatically add approved credit cards, along with an Instant Credit feature, to the user's account profile for use in checking out room rentals for reservations.
- The Android app utilized GraphQL, while the iOS App still utilized Restful APIs in Swift. We are in the process of migrating to GraphQL in the SwiftUI version, which is yet to be released in the Apple App Store.
- Worked on Accessibility Labels and Hints for the booking feature in a newer SwiftUI application, specifically designed for disabled users. Implemented various code snippets in Swift to enhance accessibility in the application:
 - Utilized the "accessibilityLabel" function to add descriptive labels to views, allowing users to understand their contents effectively.
 - Employed the "accessibilityInputLabels" function to set alternate input labels that helped users identify and interact with specific views appropriately.
 - Implemented the "accessibilityLabeledPair" function to pair accessibility elements representing labels with corresponding elements for matching content, improving the overall accessibility experience.
- We followed typical Scrum ceremonies, including sprint planning, sprint grooming on tickets, and a QA process to validate ticket completion.
- Added the GraphQL plugin to Android Studio and synced web API updates.

Additional Information

Full Legal Name:

Thomas William Woodfin

Best number to Contact for Telephonic Interview :

+1 (303) 324-4953

Skype ID: Thomas.woodfin

Current Location: Greeley, CO

Citizenship: American Citizen

Email ID: twoodfin@berkeley.edu

Availability to Start on the project:

After 5 days of confirmation

Availability for the interview:

You can set a meeting through this link

<https://calendly.com/thomaswwoodfin>

End date of Current/Last project:

March 2024

DOB: (only date & month): September 14

SSN: (only last 4 digits): 6043

Professional Experience

Nov,
2021
-
Mar,
2022

The Five Network

Senior React Native, Swift, and Kotlin Developer

- Supported three applications: Swift, Kotlin/Java, and React Native.
- Transitioned 100% Java project to 55% Kotlin, 45% Java.
- Swift app: Fastlane, Model-View structure, Codable, Decodable for JSON.
- Android codebase: MVVM structure, Jenkins for integration.
- Implemented GitHub actions for Swiftlint, Klit, and Bitrise (React Native).
- Conducted thorough code reviews to maintain high-quality standards.
- Shared insights department-wide through discussions on objectives and key results.
- Organized Scrum-based team meetings, sprint planning, grooming, and daily stand-ups.
- Implemented a "parking lot" approach for discussions and a "popcorn" approach for stand-ups.
- Documented code and third-party libraries in Confluence.
- Improved cleanliness, readability, scalability, and efficiency of codebases.
- Researched and implemented new Apple features to enhance user experience.
- Maintained a crash rate below 0.4% through strict code control measures.

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 wearables such as Apple Watch and Fitbit.
- Optimized mobile applications by performing quality assurance, testing, troubleshooting, and debugging for new and existing iOS features.
- Experience integrating and developing Apple Pay and messaging services.
- Configured Deeplinks, which are 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 capture photos and query Firestore database to match and trigger event actions.
- Employed leadership skills such as delegating work based on strengths and skillsets, providing team support and technical assistance, and communicating feedback to manage expectations and ensure timelines are met.

References

Shawn Sizer,

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

Dr. James Woodford,

CEO Forensic Resources
+1 (423) 432-2606

Professional Experience

Feb,
2020
-
May,
2021

Edison Interactive

Android app developer

- Configured Jitpack.io for integrating multiple modular-based features into another Kotlin-based repository stack. Utilized Dagger Hilt for dependency injection.
- Set up Retrofit for network calls.
- Set up co-routines for reactive programming.
- Implemented Navigation component for activity/fragment interactions.
- Code added in the Common module so can be used across all projects that is using this module.
- Dagger Hilt setup.
- Created a networking module to handle Retrofit configuration for API calls
- Established base classes (BaseActivity, BaseFragment, and BaseViewModel) with data binding.
- Configured common useful extensions and additional utility classes.
- Developed functional interactor and exception handler for UseCase implementation.
- Added samples in the features -> sample package for implementation testing and Dagger usage demonstration, ensuring effective unit testing.
- Provided expertise in Android application development using Eclipse IDE, IntelliJ Android Studio, SQLite, Java, and XML.

July,
2019
-
May,
2021

QWQER Services, LLC,

Team Lead iOS App Developer

- Lead a team of engineers throughout the entire software development life cycle to create e-commerce iOS applications. Utilize expertise in design patterns, object-oriented methodologies, Swift 5.0, SwiftUI, Objective-C, Cocoa, and current iOS 14 features.
- Responsible for architecture design, code review, and technology build and deployment activities of mobile applications.
- Manage the iOS Developers team, defining their responsibilities for projects and ensuring timely delivery without technical issues.
- Provide expertise in Apple's development tools and environments to other developers and designers.
- Demonstrate leadership skills by motivating and guiding talented developers and designers.
- Work with Cocoa Touch and other SDKs for mobile development.
- Continuously improve the app quality and user experience across a wide range of devices.
- Utilize AWS Cognito iOS SDK, Core Data, and connect Decoder and Encoder to process RESTful APIs.

References

Shuki Lehavi,

CEO Amiggi

admin@amiggi.com

+1 (818) 456- 6771

Rob Lake,

Co-Founder and CEO The FIVE Network

rob@thefivenetwork.com

+1 (202) 808-4913

Professional Experience

Feb,
2013
-
June,
2019

0321 Technologies, LLC

Team Lead Mobile App Developer

- Offer extensive experience in mobile development for both internal and customer-facing solutions.
- Manage the entire app life cycle, from concept and design to build, deployment, testing, release to app stores, and ongoing support.
- Provide expert consultation in information architecture, human-computer interaction, and usability design principles.
- Demonstrate strong multitasking and management skills.
- Establish daily communication standards using methods like popcorn communication and organize ceremonies for sprint grooming and retrospectives.
- Possess robust project management skills, particularly in meeting deadlines and accurately estimating project durations.
- Exhibit strong soft skills, including facilitation, diplomacy, and conflict resolution.
- Possess a deep understanding of the software development life cycle, with a working knowledge of source code management, with a strong emphasis on Git and Git Flow.
- Proficient in coding and consulting in HTML5, CSS3, JavaScript, SwiftUI, Swift, Objective-C, Java, and Kotlin.
- Demonstrate excellent communication skills, both verbal and written, to effectively collaborate with various departments locally and internationally.

Projects

🍏 🌐 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 graduated from NYU's graduate certificate program in 2013 with a 4.0 GPA, specializing in iOS Development, Web Development, and Digital Marketing.

I am currently working with the most recent iOS technologies including Xcode 14, Swift, SwiftUI, and iOS 16 (the latest OS).

I am experienced with iOS SDK, Objective C, and Swift. I can bridge Objective C to Swift or rewrite code in Swift. Additionally, I have experience with Image Recognition, ARKit (augmented reality), CoreML (machine learning), MapKit, CallKit, and social media SDKs connected with platforms like Facebook and Instagram. I have also collaborated on community group functions. Over my decade-plus career, I have built over 100 mobile apps. I possess excellent written and verbal communication skills and can effectively work in team environments using Scrum and/or Agile methodologies. I am proficient in using Jira, Slack, and Gitflow with Bitbucket, GitHub, GitLab, and CodeCommit (AWS), and have worked with domestic and international teams throughout my career.

I am experienced in using the AV Foundation Framework (Swift) to record audio from the device and have utilized 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. Additionally, I have implemented NSOperationQueue and NSURLSession (Swift) to integrate with backend web services Restful APIs. I am familiar with using Storyboard, XIB, and SwiftUI, and have programmatically handled UI in both Objective C and Swift. I am comfortable setting Storyboard constraints for multiple device layouts. Most of the apps I worked on utilize PushKit for push notifications for alerts and reminders, and require writing unit tests for testing specific functionality and logic.

Recently, I wrote logic tests using XCTest to compare JSON for permissions validations depending on various environments for different clients. I have also written unit tests checking for tokens, and ensured ReplayKit was taking and sending the appropriate screenshots to the server. I have experience migrating code using SwiftUI and Swift 5.3. On a few apps, I utilized 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 data as per business rules to display in UI and followed a work data flow principle for design and development. I have closely collaborated with a cross-functional team of testers and developers. In a recent project, PatientAccess, I implemented a function to obtain heart rate via the flash on the camera.

Technical Environment: Comfortable working with 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, and have programmatically handled UI in both Objective C and Swift.