McLain R

iOS Software Engineer, 7+ years experience
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A senior iOS Engineer adept at fostering innovation in small teams. I am known for delivering maintainable and testable code with the goal of providing great user experience.

INDUSTRIES: Communications and Media, Healthcare

TECHNICAL SKILLS

• Front End Engineering	7 years
• iOS	7 years
• Swift	5 years
• Shell Scripting	4 years
• CI CD Pipeline	4 years
• SwiftUI	2 years
• Java	2 years
• JavaScript	2 years
• Kotlin	2 years

SOFT SKILLS

Graphic Design Principles, Agile Methodologies, Scrum, Communication, Leadership, Mentor

PROJECT DETAILS

• What's Hot App — August-2015 - December-2015

Project Description: Freelance application for client. Client wanted a RSS aggregator to populate a feed, including pictures, links descriptions, etc. Project incorporated 15 different backend API's.
Responsibilities: iOS Developer, UI, UX, assisted client with the submission to the App Store (under their account).
Technologies: iOS, Objective C
Industry: Communications and Media

• Crummy App — March-2015 - April-2015

Project Description: IOS application designed to allow users to track family medical illness in real time.
Responsibilities: iOS Developer, UI, UX, submission to the App Store.
Technologies: iOS, Swift
Industry: Healthcare

EMPLOYMENT HISTORY

• Sr. iOS Engineer September-2020 - January-2024

Description: Sr. iOS Engineer Aug 2021 for T-Mobile implemented features for client server application. - Promoted to technical lead Aug 2021 for team of 6SDEs/QA/SDET. - UI / Business logic / Networking 90% (SwiftUI, UIKit) 5%(Js) object-oriented Native Swift. - Collaborative design, scoping, and architecture of modular code refactor supporting app deep linking. - Developer work allowed expanded business income streams and capabilities. Feature was implemented concurrently with production releases within cross functional team(s). - Implemented new and updated UI/client code to consume server side REST API's to meet business goals. Networking, multithreading, and concurrency as part of various features. - Implemented security updated supporting API changes required by backend teams and also improved masking to protect PII for logging utility. - Mentor Jr. developers on design patterns, architecture, writing clean code, cross team communication and follow through. - Design patterns used in were MVVM/Combine, Coordinator, Modular design, Protocol driven - Performed code reviews and approved pull request using Gitlab / GitHub. - Implemented/ repaired XCUITest and XCTest code to improve code reliability and confidence. - Updated and repaired Fastlane CI/CD within client app for improved reliability in build releases. - Worked across platform teams: backend, web UI, product, Architects, IT, and QA to resolve integration and design issues maintaining business cadence and ensuring product delivery.

• Software Development Engineer 2 August-2018 - September-2020

LivePerson

Description: - Promoted to Team Lead Dec 2018 of 4 mobile developers tasked to support and refactor legacy Swift SDK codebase for Messenger Chat service SDK. Also supported Android team in this role. - SDK project required understanding of SDK release and integration process SDK integration by Cocoapods and Carthage. CI/CD used was Jenkins / Fastlane pipeline. - Implemented feature development included: Core Data migrations, security Update (cert pinning), Accessibility improvements, Unit Test improvements, composite UIKit Views, Core Image, Mapkit, and persistence - caching for image storage. - Worked with dev team manager and PM on user stories, prioritization, scoping projects, and scrum. - Led team efforts to rearchitect SDK with SOLID principles to simplify customer developer implementation. - Worked with customer development teams across companies to resolve business blockers and improve our features and developer experience. - Resolved issues with SDK in ReactNative, Objective-C, Swift codebases - SDK is used globally and therefore localization support was added for 40 languages.

• iOS Developer December-2016 - August-2018

ikeGPS

Description: - Developed 2 iOS SDK's supporting company's licensing model (used in production) in Objective-C. - Built automated Continuous Integration for iOS projects (Jenkins / Bitbucket / Crashlytics). - Thrived in Agile / Scrum environment within small development team (5) as a solo iOS engineer. - iOS libraries used: Core BLE, CoreLocation, SSL sockets, Google Analytics, - Worked with Android team on OpenGL shared library and implemented C++ bridge to Objc-C code. - Provided easily readable and maintainable code supported with unit tests in Objective-C. - Carried out production releases to the App Store. - Repackaged app code into SDK; test app distributed via TestFlight. This was a new revenue for business. Utilized Objective-C bridging header to expose code to Swift. - Repackaged app code into SDK; test app distributed via TestFlight. This was a new revenue for business.

• iOS Developer January-2016 - December-2016

National Center for Telehealth and Technology

Description: - Worked with lead developer to design and develop Swift REST networking SDK with Swift and Objective C API for use in suite of iOS applications. - Framework supported importing data from wearable devices (IoT) Fitbit or Jawbone. - Framework was built using Cocoa frameworks (including Core Data) as well as proprietary encryption framework. (used in production). Developed using SOLID principles. - Led efforts to integrate TDD into mobile team development cycle. - Developed researched progressive web apps using Google PWA. Produced prototypes. - Integrated with HealthKit Apple framework

CERTIFICATION

• iOS Developer Certificate by Code Fellows 2015

EDUCATION

• Bachelors degree in Biology from Pacific Lutheran University 1997 - 2000

LANGUAGES

• English - native

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