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# Kingsley A.

## iOS developer

### SUMMARY

iOS developer with 6 years experience in iOS development of native applications using mainly Swift/Objective-C. Also have experience with C++ mostly related to 3D graphics development and algorithms integration.

Have experience with entire application development process with published applications on the AppStore.

Able to take responsibilities in:

- developing application system design that fits client requirements.
- direct requirements resolutions with the customer
- organize team-work and set-up all necessary tools for development

### SKILLS

<b>Main Technical Skills</b>	Swift, Objective-C, C++
<b>Programming Languages</b>	C++, Objective-C, Swift

### EXPERIENCE

#### NEW LINE TECHNOLOGIES 2018 - PRESENT

Welcome

Industry Travelling

Period June 2019 - July 2022

Team size 9

Job title: iOS Developer Description

Technologies: Swift, GoogleMap/Mapbox, CoreLocation, Instabug, PromiseKit, Sketch, Figma, Alamofire Application to create personalized day plans for different cities around the world.

Responsibility Architecture design and refactoring, features investigation and implementation, team schedule planning, extending core libraries code to fit project needs.

Infatuations

Industry Food industry

Period January 2019 - May 2019

Team size 4

Job title: iOS Developer Description



Technologies: MapKit, CoreLocation, Sketch, Alamofire, Realm Travelling application for finding various cuisines, restaurants, cafe, etc.

Responsibility Architecture design and refactoring. Features implementation. Bug fixing

VRSphere

Industry Virtual Reality

Period July 2018 - January 2019

Team size 4

Job title: iOS Developer Description

Technologies: UIKit, SceneKit, RXSwift, AVFoundation Social network in Virtual Reality with ability to capture and view 360° media content.

Responsibility Features investigation and implementation. Collaboration with the client directly. Bug fixing.

Under NDA

Industry Social Games

Period July 2018 - September 2018

Team size 4

Job title: iOS Developer Description

Technologies: UIKit, AVFoundation, Mesh Networking Game based on taking a set of photos with unique poses for each participant.

Responsibility Architecture designing. Application development. Code review. Collaboration with the client directly.

Seek and Touch

Industry Games

Period July 2018 - September 2018

Team size 3

Job title: iOS Developer Description

Technologies: UIKit, CoreMotion, Metal, Firebase Analytics Concentration training game.

Responsibility Features implementation. Bugfix. Collaboration with the client directly.

1-on-1

Industry Dance Training

Period June 2018 - August 2018

Team size 6

Job title: iOS Developer Description

Technologies: Flutter Native iOS Module, Metal, AVFoundation, CoreML AI based dance training application.

Responsibility iOS Native Module Architecture Design. Features implementation.

KAA SOLUTIONS 2016-2018

Under NDA



#### Industry Social

Period November 2017 - May 2018

Team size 3

Job title: iOS/Android Developer Description

Technologies: UIKit, Mesh networking Mesh networking based chat with ability to work in offline through Bluetooth and/or Wifi.

Responsibility Architecture design. Android and iOS developers mentoring.

#### AR SDK

#### Industry Augmented Reality

Period February 2017 - October 2017

Team size 7

Job title: iOS/MacOS/Android Developer Description

Technologies: Objective-C, Java, C++, OpenGL, OpenCV Mobile cross-platform SDK for Augmented Reality and MacOS 3D Content Editor Application.

Responsibility 3D Engine features implementation - (C++ and OpenGL).

#### Indoor Navigation

#### Industry Indoor Navigation

Period November 2017 - January 2018

Team size 5

Job title: iOS/Android Developer Description

Technologies: Objective-C, Java, C++, Core Bluetooth BLE-sensor based cross-platform SDK for indoor navigation.

Responsibility Bugfix. Mobile platforms integration.