

Stephen John Groom

76 Westlea
Bedlington
Northumberland
NE22 6DY

hello@stephengroom.co.uk

A software developer specialising in iOS apps, I create brilliant user experiences while ensuring that produced source code is expressive & easy to understand. I work in Objective C and Swift. I have some recent experience using C++.

I have 3 years professional iOS development experience.

Projects

Poker Log Ongoing personal project

<http://appstore.com/stephengroom/pokerlog>

Poker Log is a project which I used to teach myself both the Swift programming language and some new APIs introduced in iOS8. While making a useful productivity app for poker players, in order to learn I tried to fit as many relevant frameworks as possible into the app. Among other technologies, the app uses App Groups, Core Data, Core Location, MapKit, iCloud, Size Classes and a Today Extension

iServe Dec 2015 - June 2016

<http://zonal.co.uk>

I helped to deliver an iPad experience for the iServe “till in your picket” app. Working with the existing team of in-house devs my task was to decouple the app’s business logic from the UI and improve code reuse while creating the UI for the iPad. As a result of the decoupling of business logic from view code we were also able to significantly increase unit test coverage.

Sage One May 2015 - November 2015

<http://sageone.com>

Working on a greenfield app with a small team, I was involved in the choosing and configuring of our CI and testing environment almost as much as I was cutting code. I configured Jenkins to selectively build branches from our git repo, run unit & UI tests and distribute the app. I also worked to decouple existing legacy network code into a unit-tested framework for use in the new application.

Palringo Jan 2014 - May 2015

<http://palringo.com>

Working as part of a small team, our task was to completely redesign and rewrite the UI layer of this complex chat-based iOS application. The redesign used Storyboards and Auto Layout in contrast to the programmatically generated UI which preceded it. This meant learning new skills using Auto Layout & constraints while still working with UI using frames, springs and struts.

The core functionality of the app was contained in a legacy cross-platform C++ (Objective C++) core. This required me to develop C++ skills in order to understand and modify the complex codebase.

Reactn June 2013 - May 2015

<http://minestor.com>

I was the sole iOS developer on the iOS, Android and Web product Reactn. I helped to work with the other devs to design the RESTful API which this app used communicate with its backend. My main role was to iteratively add and improving features while responding to the customer's feedback and evolving requirements.

Open Face Chinese Poker Jan 2013 - May 2014

Sadly no longer online

I was the creator, owner and sole developer of this iPhone, Web and Android game. The game was developed using Adobe Air to make it easy to quickly develop for multiple platforms and all three clients shared a common ActionScript codebase. The server component was written in C# using the Player.io (now Yahoo Games Network) SDK.

Education

2014: BCS, The Chartered Institute for IT

ISTQB-BCS Certified Tester Foundation Level

2011: Leeds Metropolitan University

BA Music Enterprise

2010: Newcastle College

FdA Music Production

References

Available on request