

Stephen John Groom

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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 over 6 years of professional iOS development experience.

Projects

J.P. Morgan Feb 2018 - July 2019

<http://jpmm.com>

I worked on J.P.Morgan's eExecute FX trading app, a mixed-language Objective-C and Swift project. I also contributed code used in all other apps in the organisation via their shared code library. From the beginning of 2019 I led eExecute's 3-strong developer team. During this time I architected, helped to implement and oversaw delivery of new functionality allowing trading in a new-to-mobile asset class. This involved liaising with the product owner and other technical teams to ensure that requirements were clear, dependencies were resolved and blockers were resolved. I also mentored the more junior developers, promoting best practises such as: writing testable code using SOLID principles; UI testing and use of automation.

Clydesdale Bank (Waracle) Sep 2016 - Sept 2017

<http://cbonline.co.uk>

<http://waracle.com>

As part of the launch of Clydesdale's new mobile banking app, I added TouchID login to their iOS app which is used for their Clydesdale, Yorkshire and B brands. I have also delivered a number of smaller features including app login using personal details and using the app as a security token for high value payments.

iServe Dec 2015 - Aug 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 developers, 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 - Nov 2015

<http://sageone.com>

Working on a greenfield app with a small team, I was involved in the configuration of our CI and testing environment. 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.

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 Jun 2013 - May 2015

Sadly no longer online

I was the 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 improve 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 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

References

Available on request