

# Stephen John Groom

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Profile	<p>A software developer specialising in iOS apps, my aim is to create brilliant user experiences while ensuring that produced source code is expressive, well structured, easy to understand and extend.</p>
Languages	C++, Objective-C, Swift
Tools	Git, Jenkins
Employment History	<p>May 2015 - Present, Senior iOS Developer, Sage One - <a href="http://sageone.com">http://sageone.com</a></p> <p>Sage One is a cloud-based accounts and payroll solution for start-ups and small businesses. I was the first of three iOS developers tasked to rewrite their Xamarin app natively.</p> <p>I worked to decouple existing networking code into a unit-tested framework which we are now using to develop a personal cloud-based accounting app designed for mobile.</p> <p>As it was a completely new project, I was able to get continuous integration and UI testing in from the beginning. I configured our CI server which uses Jenkins to selectively build branches of a Git repo, run unit and UI tests and distribute the app automatically using Beta by Crashlytics.</p> <p>Jan 2014 – May 2015, iOS Developer, Palringo - <a href="http://appstore.com/palringolimited">http://appstore.com/palringolimited</a></p> <p>Palringo is a multi-million user Group Messaging platform. I joined their small iOS team at the beginning of a major client project to completely redesign and rewrite the UI layer of their complex iPhone and iPad application.</p> <p>The redesign uses Storyboards and Auto Layout in contrast to the programmatically generated UI which preceded it. This meant that I was required to be proficient and skilled using Auto Layout &amp; constraints while retaining skills managing UI components programmatically using frames, springs &amp; struts.</p> <p>The core functionality of the app is contained in a legacy cross-platform C++ core. This required me to learn and develop C++ skills to become a confident OOP C++ programmer.</p>

Apr 2014 - May 2015, Freelance iOS Developer

I was approached by my previous employer—Minestor—and asked to continue working on the Reactn project part-time. During this time I added new features to the app based on customer requirements.

June 2013 - December 2013, iOS Developer, Minestor - <http://minestor.com>

I was the sole developer working on the iOS offering for the customer engagement tool Reactn. The app is written in Objective-C and uses Core Data for persistence. It communicates with a RESTful API using AFNetworking.

#### Personal Projects

Jul 2014 - Jan 2015, Poker Log - <http://appstore.com/pokerlog>

Following Apple's announcement of their new programming language Swift, I decided to use it to create an app in order to experiment with the new language. Poker Log was also used to explore other new iOS8 features—Today Extensions and Size Classes—but I also found it useful to revisit Core Data, iCloud and App Groups.

Jan 2013 - May 2014, Open Face Chinese Poker

I was the creator, owner, webmaster and sole developer of this iPhone, Web and Android game which sadly since changing ownership—appears to have been taken offline.

The game was developed in Adobe Air to make it easy to develop for multiple platforms and all three clients shared common ActionScript code. The server component was written in C# using the Yahoo Games Network SDK. Other languages used for the project included PHP, SQL, HTML and CSS.

#### 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

References are available upon request.