

Pierre Houston

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Vancouver, BC, Canada

Senior software developer – iOS specialist – complete app development on phone and tablet devices
– Swift & Objective-C – excels at user interfaces, API client networking, data storage and management –
excels at re-architecting and refactoring, writing clean code & documentation

Seeking immediate employment, contract or permanent position

Work History

June 2010–present: short term contracting, numerous clients - Mac OS & iOS application developer
- OS X and iOS application debugging and feature implementation, app creation, App Store publishing
▸ Advanced networking with JSON and REST APIs, multi-threaded Core Data, MapKit and geolocation
▸ Independent research: SwiftUI, CloudKit, cross-platform technologies React Native, Flutter

July 2018–March 2019: Glance Technologies - Senior iOS Developer
- Contributed to key features in payment apps for users and restaurants/vendors
▸ Advanced Swift, networking, data modelling, user interfaces, code reviews, architecture reviews, UI design collaboration, JSON response collaboration

June 2016–July 2017: Kater Technologies - Senior iOS Developer
- Responsible for 2 iOS apps for chauffeur booking service kater.com
- App stability and source cleanup, implemented complete UI redesign, addition of major features
▸ Swift, Realm database, push notifications, PubNub peer to peer messaging, MapKit and geolocation, analytics, continuous integration, UI design collaboration, JSON response & protocol collaboration

April 2012–May 2013: Wundr Publishing - OS X Software Engineer
- Lead developer on Mac OS app for WYSIWYG ePub book editor
▸ Extensive custom controls, compound documents with multiple content-editable WebView instances, programmatic DOM manipulation with undo support, HTML/CSS, Javascript + jQuery, localization

2008–2010 / part-time 2011–2013: Room1337 Ventures - Co-founder, iOS application developer
- Several experimental apps during first years of the iPhone SDK, including game concept, SMS utility
- Release and 4 major upgrades of main product: camera app "Click!" / "Click 2"
▸ iOS UI including custom controls, animations, low-level camera & accelerometer access, multi-threaded image manipulate/save pipeline, social network APIs, in-app purchases, localization

April 2004–May 2008: Atimi Software - Senior Software Engineer
- OS X development – kernel-level and applications
▸ iSCSI protocol implementation in kernel space, client and server applications, file metadata system integration, AppKit user interfaces
▸ Technical leadership, project estimation

2001–2004: Strydent Software - Senior Software Engineer
- OS X & Classic Mac OS printer driver development
▸ emulation layers for porting Windows code to Mac, Windows GDI emulation, Carbon, CoreGraphics
▸ Technical leadership, project estimation, member of a World-Wide development team

1991–2001: Infowave Software / GDT Softworks - Software Engineer / Senior Software Engineer
- Classic Mac OS printer driver development
▸ high-speed asynchronous I/O and networking protocols, image manipulation and half-toning, colour correction
▸ Technical leadership, design document creation and review, scoping, research

Key Experience and Strengths

Apple Platform-specific

- Native application development for iOS & Mac OS: UIKit, AppKit, Foundation, other core frameworks
- Common application architectures: MVC, MVVM, MVVM+FlowController
- Mobile / Desktop user interface implementation with standard and custom controls, dynamic interfaces with auto-layout and size classes, iPhone and iPad layouts
- Client networking and API use: REST APIs, OAuth, Google & Facebook single sign-on, Google Maps, analytics services, parsing documented JSON and PList responses
- Advanced Core Data with multiple threads, migrations, merging local and remote data
- iOS app extensions, background fetch
- Push notifications, In-App Purchases, NFC, MapKit & location services
- WebKit, JavaScriptCore, WebKit JS programmatic DOM & stylesheet manipulation
- Third-party components with Cocoapods, Carthage, SPM

General

- Experience in a variety of roles: solo dev, team member, team lead, mentor, troubleshooter, architect
- Pull request development model, sprint planning, performing code reviews
- Creating unit tests during development, extending unit test coverage, adding unit tests to aid refactoring, incorporating or extending CI to automate and speed execution of unit tests
- Server developer collaboration on JSON response formats, other protocol details
- Scoping, estimating, architecture planning, feature planning
- UX and designer collaboration, providing design feedback, creating preliminary designs, adherence to Human Interface Guidelines
- Multi-threading and synchronization using locks, semaphores, atomic operations
- Many C-like compiled languages and scripting languages, ability to learn new languages quickly
- Many development tools, IDEs, source control systems, ability to learn new tools quickly
- Wide-ranging development environment experience, coding and debugging kernel network protocols through to animated user interfaces
- Cross-platform development, emulation and abstraction layers

Core Skills

- Languages: Swift, Objective-C, C, C++, Python, Ruby, Bash
- Cocoa/CocoaTouch frameworks: UIKit, AppKit, Core Animation, Core Data, Foundation, AV Foundation, Core Graphics, Grand Central Dispatch
- Low-Level OS X frameworks: Core Foundation, BSD layer, sockets, IOKit (kernel)
- Tools: Xcode, Instruments, Git, Subversion, Perforce
- Publishing: iOS & Mac App Stores
- Methods: Agile practices - loose to medium-strict adherence, code reviews, sprint planning

Community

Stack Overflow contributions: <http://stackoverflow.com/users/592739?tab=answers>

Github repos: <http://github.com/jpmhouston> <http://github.com/Room1337>

Education

1986-1991: University of British Columbia, Bachelor of Science-Computer Science

- Algorithm analysis, AI techniques, hardware architectures, system programming, math, physics