

Ron Jones Jr.

MOBILE DEVELOPER ALPHARETTA, GA

#678-739-7441 RONDJONESJR@GMAIL.COM

Professional Summary:

Highly skilled mobile iOS developer with expertise in Swift and React Native and strong knowledge in Java with regards to Android development. Strengths include excellent verbal communication in English and Spanish as well as strong knowledge about computers and programming. Experienced with development, production, marketing and management with corporate and entrepreneurial projects.

- 10+ Years of Technology Experience
- 8+ Years of **Swift** Experience
- 5+ Years of **Java** Experience
- 3+ Years of **React-Native** Experience
- 2+ Years of **Kotlin** Experience
- Expert in **Object-Orientated Programming** and **OOP** principles (including languages such as **Java**, **Swift**, **Python** and others)
- Knowledge with working on various IDE's such as **XCode**, **Android Studio**, **Visual Studio** and others
- Worked with **Javascript** and **ReactNative** in **Visual Studio Code**
- Managed code versions using **Git** and remained up to date with commonly used third party **API's**
- Developed enterprise level applications **Natively** as well as **cross-platform** using **ReactNative**
- Used **AVFoundation** and **AVPlayer** to play audio and video files on iOS devices as well as implemented Bluetooth capabilities.

- Manipulated, stored and queried data with **SQL**
- Worked with webservices using languages such as **JSON** as well as **HTML**
- Experience working in an **Agile** environment with frequent **sprints** and an organized meeting schedule
- Skilled with **Third-Party API's** and Frameworks as well as implemented them using **CocoaPods** or manually adding frameworks using the build settings and build phases
- Sound knowledge of **Linear Algebra (Matrices and Vectors)** and using those principles with **SDK's** such as **Sprite Kit** to create physically sound graphics and animations
- Proficient with **Firestore** and related **libraries** including but not limited to **FirestoreAuth**, **FirestoreDatabase**, **FirestoreCloudMessaging** and **FirestoreStorage**
- Expertise with design and implantation of user friendly and robust **user interfaces** using tools such as **interface builder**, **UIKit** and **constraints**
- Proficient with **google libraries** and **frameworks**
- Proficient with **geo-location** to pin-point user location as well as using databases to update user location, locate users and predict tracking
- Communicated with secure **JSON-based REST APIs**
- Used **Stripe** and **Heroku** to implement **RESTful** web services that utilize **Python** to read **Swift** code and handle **credit card payment processing**
- Hands on experience building and utilizing **servers**
- Worked with creating and reading **QR Codes**
- Worked extensively with marketing and delivering clear and concise technical communication to clients, executives and fellow developers

Technical Skills:

Swift	Java	Objective C	Javascript	Kotlin
HTML	SQL	Windows	MAC	iOS
Android Mobile Devices	XCode	Jira	Android Studio	Microsoft Visual Studio 2008/2010
RESTful API's	Firebase	Python	Node.Js	JSON

Visual Studio Code	Spanish	Social Media Marketing	Adobe Suites	UI-Design
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Work Experience:

Travel Inc

Lead Mobile Developer

Dec 2023 to Present

- Developed and managed the mobile app suite for Travel inc.
- Built, deployed and maintained multiple mobile applications on a team of 2
- Worked with both Android and iOS natively
- Developed primarily in XCode and Android Studio
- Created tickets and sprints in Jira
- Managed code with GitHub
- Integrated Android and iOS calendar features as well as geolocation triggered events and notifications
- Implemented Push Notifications
- Worked with the server side and back-end teams daily to integrate various API calls
- Worked with Android gradle and iOS permissions to activate many app features

Talitrix

Lead Mobile Developer

Dec 2022 to Oct 2023

- Developed and managed the mobile app suite for Talitrix inc.
- Built, deployed and maintained 3 mobile applications on a solo team of 1
- Discussed requirements with business and created action plans
- Developed primarily in Visual Studio Code with usage of XCode and Android Studio
- Created tickets and sprints in Azure Dev-Ops

- Led meetings and demos with stakeholders to relay progress
- Managed code with GitHub
- Integrated React-Native Maps
- Implemented Push Notifications using React Native and Pusher
- Created a background geolocation system using React Native Background Geolocation
- Worked with the server side and back-end teams daily to integrate various API calls
- Worked with Android and iOS permissions to activate many app features
- Utilized various hardware tools including but not limited to camera, Bluetooth and GPS

Disney

iOS Developer

May 2022 to November 2022

- Worked with Swift and XCode daily to enhance the ESPN app
- Updated OneTrust SDK to migrate from CocoaPods to Swift Package Manager
- Implemented a Telemetry system for Data Privacy Functionality
- Collaborated with a small team to ensure the Disney iOS ESPN App is GDPR compliant
- Worked with JSON Data in order to manage privacy settings

FISERV

iOS Developer

March 2021 to January 2022

- Migrated legacy Objective-C code to Swift 5
- Worked in XCode daily and kept up to date with Xcode and API versions using Apple App Store and CocoaPods respectively
- Integrated with a large team and collaborated seamlessly with tools such as Jira, Slack and Microsoft Teams
- Studied Unit Testing and gained a deeper understanding

THE MAIN BRANCH

iOS Developer

June 2020 to December 2020

- Developed in Swift and Objective C with the focus being Swift
- Developed a wide range of application starting from conception through deployment
- Worked in XCode to develop new features, fix bugs, migrate code, update legacy code and test available features
- Used Postman to debug server connection issues and implement new solutions
- Used TestFlight to delivery beta versions to clients
- Worked with various Apple frameworks and libraries included but not limited to Speech, MapKit, WKWebView and AVFoundation
- Gained experience developing novel ideas and solutions with real world practicality
- Worked on demanding schedule that incorporated multiple projects at one time and several deployments per quarter

ONDOT

Sr. Software Engineer

December 2019 to May 2020

- Worked in XCode and kept up to date with Xcode and API versions using Apple App Store and CocoaPods respectively
 - Developed in Swift while using Objective C to perform migrations
 - Gained hands on experience with designing and developing micro-services based, linearly scalable Android and iOS applications (specializing in iOS).
 - Worked in XCode, Android Studio as well as Visual Studio to implement bug fixes in iOS and Android
 - Used Jenkins to debug server connection issues then delivered beta versions to clients and performed application demos with said fixes.
 - Worked with SQL (Oracle preferred) and NoSQL databases
 - Used TestFlight to delivery beta versions to clients and perform application demos
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- Developed a more thorough understanding of Software Development Lifecycle, tools and best practices.
- Experienced automated testing methodologies and frameworks.
- Learned new troubleshooting skills and real-world systems deployment experience.

! Worked on a schedule with rapid development cycles and demanding schedules

Information Technology

December 2019 to Present

- Installed and managed office servers. Also served as the IT liaison for the Atlanta office and IT headquarters.
- Installed, repaired and managed the office phones
- Assisted coworkers with technical issues (e.g. phones, displays, service issues)

KPMG

Sr. IOS Developer

August 2019 to December 2019

- Built and designed cross platform applications for Apple and Android Devices on the React Native platform using Visual Studio Code
- Developed using JavaScript as well as native features.
- Hands on knowledge of Visual Studio, Git, Bitbucket and Jira.

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Gained experience working with large teams and managing repositories that were frequently updated.

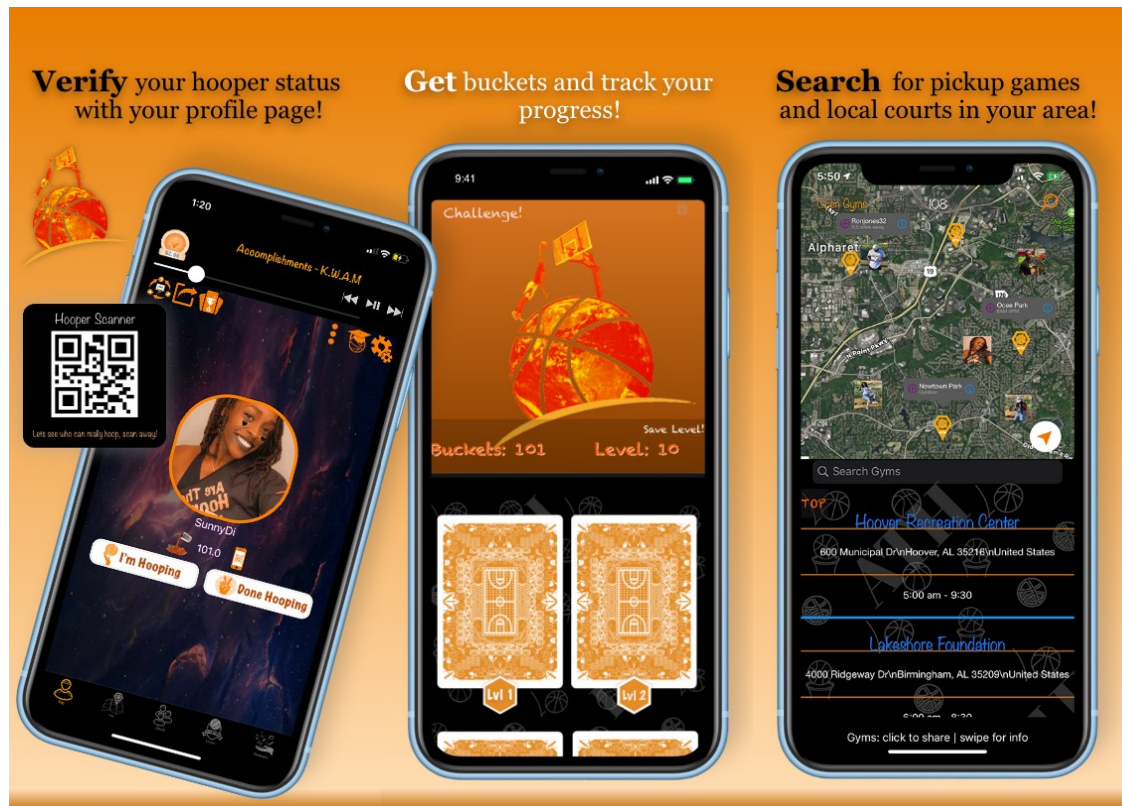
- Used node.js, Homebrew, Cocoa Pods and system terminal frequently for project setup and maintenance.
- Worked extensively with UI as well as database functions and operations.
- Experienced working in a fast-paced environment with rigid deadlines and detailed code reviews

ARE THEY HOOPING

Lead Developer

Jan 2018 - Present

<https://itunes.apple.com/us/app/are-they-hooping/id1308216985?mt=8>



- - Integrated Siri in order to help users better engage with the application
 - Developed full understanding with MVC and MVVM design patterns.
 - Implemented Deep links using Firebase Dynamic Links for improved user navigation
 - Used AVPlayer to develop an in-app soundtrack with mp3 capabilities and attracted the likes of Rick Ross and YFN Lucci (Platinum earning artists)
- Experienced iOS frameworks such as Core Data, Core Animation, Core graphics and Core Text.
- Hands on experience with video compression and streaming technologies
 - Integrated Apple Maps
 - Developed using Firebase to help with features such as analytics, database and notifications
 - Communicated with secure JSON-based REST APIs
 - Designed UX principles for Mobile Development
 - Gained deep understanding of iOS UX and UI design paradigms
 - Create best practices standards and procedures
 - Resolved customer complaints
 - Project management from inception to completion
 - Thoroughly documented, reviewed, refactored and updated code frequently • Analyzed reports and sales statistics
 - Extensive experience in Cocoa Framework
 - Implemented custom native user interfaces using the latest iOS programming techniques.

Other Projects:

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Spoken Words

Lead Developer

Jan 2022 - Present

- Worked with Cocoa Touch APIs
- Worked with SwiftUI exclusively to develop the application
- Worked with Multi-threaded and memory management specific to mobile devices
- Worked efficiently with version control and workflows (git and gitflow)
- Expertise with build and release procedures (e.g. XCode build, Provisioning Profiles, iTunes Connect)
- Integrated Firebase Authentication, Database and Storage

ZYTECH DEVELOPMENT

Lead Developer

December 2018 - April 2019

- Managed employee recruitment
- Delivered employee training and performance assessments
- Worked with developers, program managers, recruiters, and executives to ensure the division's software resources are skilled enough to support the program's needs.
Ensured the professional development training of our development staff.
- Interviewed, technically evaluated, and mentored other developers

ARE THEY COACHING

JUNE 2016 – JANUARY 2017

- Roster Sheet allows basketball players and coaches to create roster sheets on the spot and avoid having to make unnecessary trips. It also allows them to handily print these roster sheets directly to their phones using an air printer.

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RIVERMONT MOBILE

MAY 2015 – JUNE 2016

- This mobile app was created for the Rivermont Home Owner Association in order to help them better communicate with their residents. It includes a news feed, messaging as well as resources to report crimes.

TREEHOUSE

AUGUST 2014 – MAY 2015

- Treehouse is a series of online courses that are aimed at the development of technical skills. This is where I began my swift journey and first exposure I had to iOS programming. I also received a certification from Treehouse as a junior iOS Developer.

Education:

Kennesaw State University

- Bachelor's of Science in Computer Science
- Currently Attending
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