Ron Jones Jr.

IOS DEVELOPER   ALPHARETTA, GA

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Professional Summary:

Highly skilled mobile iOS developer with expertise in Swift 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.

- 6+ Years of Technology Experience

- 5+ Years of **Swift** Experience

- 4+ Years of **Java** 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**, **Eclipse IDE, 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**

- 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 **Firebase** and related **libraries** including but not limited to **FirebaseAuth**, **FirebaseDatbase**, **FirebaseCloudMessaging** and **FirebaseStorage**

- 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	C++
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

Work Experience:

ONDOT

Sr. Software Engineer   **December 2019 to Present**

- Gained hands on experience with designing and developing micro-services based, linearly scalable applications.

- Worked with SQL (Oracle preferred) and NoSQL databases

- Collaborated and experienced working in dynamic, global teams working with various Agile methodologies (Scrum, Kanban).

- 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 ReactNative platform using Visual Stuido Code

- Developed using Javascript as well as native features.

- Hands on knowledge of Visual Studio, Git, Bitbucket and Jira.

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

- Used node.js, Homebrew, CocoaPods 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
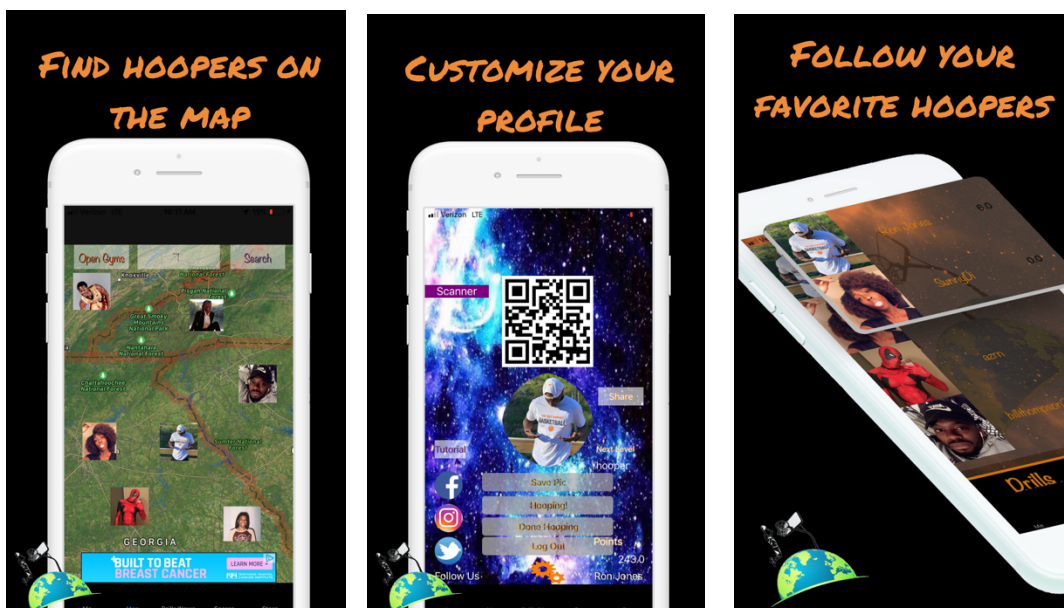
ARE THEY HOOPING

Lead Developer   **Ongoing**

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

- Built unit tests and maintaining high levels of code quality.

- Developed full understanding with MVC and MVVM design patterns.

- Experienced iOS frameworks such as Core Data, Core Animation, Core graphics and Core Text.

- Experienced offline storage, threading and performance tuning.

- Hands on experience with video compression and streaming technologies

- Extensive experience in Cocoa Framework

- Implemented custom native user interfaces using the latest iOS programming techniques.

- 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

Other Projects:

INFARED

Senior iOS Developer   **March 2019 to November 2019**

- Worked with Cocoa Touch APIs

- Expertise of Adaptive layouts - iOS storyboards, auto layout, Size classes

- Worked with Multi-threaded and memory management specific to mobile devices

- Used caching techniques and the ability to strategize for powerful applications

- Worked with RESTful APIs

- Worked efficiently with version control and workflows (git and gitflow)

- Hands on experience writing unit tests and testable code

- Expertise with build and release procedures (e.g. XCode build, Provisioning Profiles, iTunes Connect)

DAYTRAINER

Lead Developer   **April 2019 to January 2020**

- Built and designed applications for Apple Devices on the iOS platform using Swift 5, XCode

- Hands on knowledge of XCode, and Cocoa frameworks (Core Data, Core Animation, Core Graphics and Core Location)

- Worked with continuous delivery in mobile, including Test- or Behavior-Driven Design, code review, static analysis, continuous integration, automation and functional testing.

- Hands on experience integrating social media platforms, including Pinterest, Facebook, Twitter and Instagram

- Developed a mastery of UIKit, CoreAnimation, and Foundation Libraries Experience with authenticated sessions using OAuth and authentication tokens

- Worked extensively with Firebase and Firebase tools such as authentication, analytics, database, messaging and others.

BIPOLAR DISORDER – THE FACTS   JANUARY 2019 – APRIL 2019

- This application is designed to educate and inform users about Bipolar Disorder, otherwise known as Manic Depression. Treatments, coping mechanisms as well as online resources can all be found on this platform.

ROSTER SHEET   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.

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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