

Harold Lee Davis Jr

Senior Software Engineer

PROFILE

6+ Years of **Software Engineering**.

2 Years of **Operating System Software Engineer** at **Apple**.

6+ Years of **Technical Support, Training, and Leadership** at **Apple**

4+ Years of **Indie iOS Game Development**

Goal: Make an impact from higher level on an iOS Team

Senior Software Engineer (iOS), DroneDeploy inc., Remote — Aug 2021 - Present

Direct Work: Capture 360 video through Insta360 Camera with Bluetooth and Wifi.

Architecture: I created a Viper like Custom Architecture, building Unit Tests

Technologies: Swift & Obj-C, Machine Learning & Apple Computer Vision APIs

Software Engineer (iOS), ibotta inc., Remote — December 2020 - August 2021

Direct Work: Receipt Capture and Redemption Flow.

Architecture: MVVM/Viper like Custom Architecture, building Unit Tests

Technologies: Swift & Obj-C, Machine Learning & Apple Computer Vision APIs

Software Engineer, FullStory, Remote — February-December 2020

Direct Work: Presenting integrations, **engineering support, prototyping app building**

Software Engineer, Apple inc., Santa Clara, CA — 2018-2020

- Complex **Integration** and tagging of **cross platform projects**.
- **Scripting** with **Swift** for report generation and test requirements for QA Engineers,
- Using **low-level debugger**, looking at multi threaded **stack traces**.
- Bug Fixes and Features in **Objective-C, C++, JavaScript**

Software Engineer (iOS), U-Haul, Phoenix, AZ — Feb 2017 - March 2018

Direct Work: Internal Enterprise Applications, Programming and UI Design

Skills:

Soft: Tech Lead, Kanban, Scrum, Presentation/Public Speaking, Training, UI, Unit Testing, BDD

Languages: Swift(Advanced), Objective-C, C++ (Basics), JavaScript, Python

Hardware: Circuits (Basics)

Technical: (Basic) macOS Terminal Scripting, Mobile Application Development, Object-Oriented Programming, Viper, MVVM, MVC, Micro-services, Terminal