Harold Davis

Senior Software Engineer, iOS

PROFILE

I have 7 Years of iOS Experience. My goal is to help build and maintain Apple OS Software and Applications, and make the world more fun and accessible.

EXPERIENCE

Senior Software Engineer, iOS
DroneDeploy Inc. — Oct 2021 - Present

Description: Architecture, BDD, TDD, Nimble & Quick, Swift, Python, geofencing, core location, INS 360 Camera, Tech Lead

- Notify user when they are leaving geofence during reality capturing walkthrough
- Core location for capturing coordinates from start and end location, and help with calculating bounds
- Dealing with map Orthographic and overlays map box
- I use Xcode, SwiftUI, UIKit, Bash, JSON, GraphQL, and Python for this position
- Custom Architecture based off Viper, Then another app with DDD (Domain-Driven-Development)
- I used Nimble and Quick dependencies to help with TDD (Test Driven Development)
- Planned architecture and built the walkthrough 1.0 app from scratch
- Worked on the connection to 360 cameras
- Worked on chunked uploads for partial uploads assisting with low signal uploads for user on construction site
- Worked on an iOS SDK to connect to Rocos platform for remote control over robots like the Boston Dynamic's spot
- I also Work on a python Backend Bridge to funnel and personalize our api calls for the iOS client app
- Tech Lead (we take turns in this role) Creating Jira Tickets for milestones

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Software Engineer, iOS, iBotta Inc. — Nov 2020 - Oct 2021
Description: Tech Lead, Swift, Objective-C, JSON, UIKit, Receipt Scanning, ML, TDD, Viper

- I use Xcode, Swift, Objective-C, UIKit, JSON, XCTest for this position
- VisionKit for Recipe scanning
- TDD (Test driven development) with XCTests
- Viper Architecture
- Tech Lead. Creating Jira Tickets for milestones
- Wrote Documentation

Solutions Engineer, iOS, FullStory Inc. — Feb 2020 - Oct 2020
Description: iOS Prototyping, support engineer help, JavaScript Documentation Updates, iOS API Framework

- I use Xcode, Swift, Objective-C, UIKit, Core Animation, Rust
- Worked on CALayer iteration
- Worked with a little bit of Rust Swizzling
- I was a Developer Advocate, and presented custom integration solutions to companies for using our framework
- I worked in React to build and maintain Online API Docs for iOS Framework usage
- Created Video content for internal and external use
- Developed Articles on product integration

Software Engineer, iOS, Apple Inc. — Jan 2018 - Jan 2020
Description: iOS, macOS, and tvOS, Device Management, ScreenTime, Objective-C, Swift, Javascript, Build & Release, Bug Screening.

- Bug Screening and triage
- Debugging with Stack traces and Symbolic breakpoints into other apps/processes within the OS
- I use Xcode, Swift, Objective-C, JavaScript, Operating Systems
- Worked on ScreenTime, and Apple Device Management
- Worked on code changes for iOS, macOS, HomePodOS, watchOS, and tvOS
- Build and Release Engineering
- Liaison Engineer Between QA/Design and Our Software Engineering Team

Bootcamp Instructor, iOS — 2017 8 Months - Part-Time
Description: Instructor of my own class, for iOS UIKit.

- I use Xcode, Swift, UIKit, JSON
- Taught 2 boot camps
- 50% of students started their iOS Carreer
- I broke down major topics by language and then App Development with MVC
- I wrote my own curriculum

Software Engineer, iOS, U-Haul Inc., Phoenix, AZ — 2017-2018
Description: Swift, Objective-C, JSON work on Enterprise Applications.

- I use Xcode, Swift, Objective-C, UIKit, JSON, Postman
- I developed and shipped 4 internal Enterprise Applications and work on the Consumer facing E-commerce U-haul app
- I did all of the UX/UI design and feedback loop for the internal employee apps
- Worked with all device sizes to make the app adaptable
- Introduced accessibility features for hard of hearing employees

EDUCATION

ITT Technical Institute Information Systems A.S. Graduated 2011

Team Treehouse iOS Developer Nano Degree 2016

SKILLS

Swift, SwiftUI, UIKit, Objective-C, bash, git, TDD, SpecFlow, MVC, MVVM, Viper, DDD