

Harold Lee Davis Jr

Software Engineer

PROFILE

4+ Years of **Software Engineering**.

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

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

5+ Years of **Indie Game Development**

Goal: My next goal is to become a **Space Industry Engineer**

EXPERIENCE

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

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** for API, **prototype app building**, Internal & external **training on APIs**.

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, and looking at multi threaded stack traces to find and report or fix issue from integration.

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

Direct Work: Internal Enterprise Applications, Programming and UI Design

Technologies: Sketch, JSON parsing, OAuth, Swift, Obj-C, Xcode

EDUCATION

Grand Canyon University-Robotics Engineering-Bachelor Degree-2021-Present

TeamTreehouse-iOS Developer-Tech Degree—2016-2017

ITT Tech-Computer Networking Systems-Associate Degree-2010-2012

SKILLS

Soft: Tech Lead, Kanban, Scrum, Presentation + Public Speaking, Training, UI

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

Hardware: Circuits (Basics)

Technical: (Basic) macOS Terminal Scripting, Mobile Application Development, Object-Oriented Programming

Portfolio + Publications: www.haroldleedavis.com

Contact: harold_davis@icloud.com, Phone: 602-585-5153