Keeley G

iOS Developer, 3+ years experience
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As an iOS Developer and Audio Engineer, I am driven by the challenge of identifying and resolving complex issues. I am constantly developing my expertise in Swift, X-Code, Git, App-Store Connect, and Audio/Video tools to create, build, test, and deploy apps that prioritize user experience.

INDUSTRIES: Art and Culture, Productivity

TECHNICAL SKILLS

• Xcode	3 years & 6 months
• Cocoa framework	3 years & 6 months
• iOS	3 years & 6 months
• Swift	3 years & 6 months
• UIkit	3 years & 6 months
• SwiftUI	2 years & 6 months
• Figma	2 years & 6 months
• AWS	1 years & 6 months

SOFT SKILLS

Troubleshooting, Communication, Teamwork, Time management, Critical thinking, Adaptability, Conflict management, Openness to Criticism

PROJECT DETAILS

• BotanicalBirds October-2019 - October-2019

Project Description: Create unique combinations of birds and plants with the tap of a button. You can favorite any of these pairs, or an individual bird or plant for inspiration in your art projects or whatever you may need.

Responsibilities: • Single-handedly conceptualized, designed, developed, and launched a mobile app that empowers artists to create one-of-a-kind combinations of birds and botanicals, delivering an exceptional user experience. • Leveraged local JSON datasets of birds and plants to generate original pairs dynamically. • Incorporated support for photos with seamless integration of the Flickr API, elevating the app's functionality and enhancing user engagement. • Successfully deployed the application to the iOS Store, receiving acclaim from users and earning high ratings, as a testament to my exceptional skills as a solo developer.

Technologies: Swift, UIKit, Firebase, RESTful API

Industry: Art and Culture

Link: https://apps.apple.com/us/app/botanicalbirds/id1530867450

• CareerView: Job Journal June-2019 - July-2023

Project Description: CareerView is an organizational tool for job seekers. Record all your past/present work experiences and use them as an easy reference for future potential employers.

Responsibilities: • Ideated, designed, and developed CareerView: Job Journal, an organizational tool for job seekers. • Lead the group in ideation, design, building, and releasing the app on the App Store within 7 weeks using Agile methodologies. • Collaborated with each team member to ensure the project's success and resulting in the delivery of a high-quality app, on the app store.

Technologies: Swift, UIKit, Firebase, Cocoapod

Industry: Productivity

Link: https://apps.apple.com/us/app/careerview-job-journal/id1517829055

EMPLOYMENT HISTORY

• iOS Developer October-2021 - October-2022

Description: • Designed, developed, and architected a consumer-facing app using the latest version of Swift (Swift 5+), SwiftUI, Combine, GCD, Notification Center, and AWS frameworks in an MVVM environment. • Created and troubleshot scalable, reusable services that utilized AWS IoT Core, DynamoDB, Cognito, and Firebase to communicate with internal hardware. • Followed best practices to deliver high-quality code with proper documentation and thorough peer code reviews. • Researched, compiled, edited, and maintained in-house documentation on Confluence for informational reference and historical purposes. • Collaborated with cross-functional teams, including Android, iOS, Embedded, Electrical, and Design, to solve problems and enhance the user experience.

• iOS Developer Intern June-2021 - October-2021

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Description: • Learned how to design and build consumer-facing applications operating on the iOS platform using Swift, SwiftUI, and AWS frameworks. • Used best practices to deliver high-quality code and conduct code reviews. • Implemented new features and optimize existing ones from draft to implementation.

• Voice Over Lab Engineer December-2017 - June-2020

SAG-AFTRA

Description: • Recorded and guided voice-over artists using Pro-Tools, Reaper64, and Audacity during their training and practice sessions. • Instructed SAG members on computer and audio basics to improve their proficiency in recording and editing software. • Ensured a clean and organized workspace, enabling a more efficient and productive recording environment.

CERTIFICATION

• iOS Development by Pursuit 2020

• Google IT Support Professional Certificate Specialization by Coursera 2018

EDUCATION

• Diploma degree in High School from Aviation High School 2000 - 2004

LANGUAGES

• English - native

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