

J.S. HAMILTON

SENIOR iOS ENGINEER

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SKILLS & TOOLS

Languages: Swift, Objective-C

SDKs & Frameworks: AWS, Backbase, Combine, SwiftUI, Firebase, Crashlytics, SwiftLint, SnapshotTesting, Fastlane, AlamoFire/AFNetworking, Apollo/GraphQL, Swinject, Salesforce/ExactTarget, and more

Apps & other tools: Xcode, AppStore Connect, Confluence, Jira, Trello, Bitrise, Jenkins, AppCenter, LaunchDarkly, inVision, Figma, Abstract, Zeplin, Paw, Kaleidoscope, Reflector, Reveal, Postman, Paw, Charles, Zoom, Slack, Git, Tower, Sketch, Swift Package Manager

EXPERIENCE

Zillow Group, Inc, iOS Engineer, Oct 2022-present

iOS Engineer on the Zillow Group design system, working in both UIKit and SwiftUI

- Implemented and updated components for the Zillow design system, responding to design and engineering requests, as well as providing support for larger, company-wide initiatives
- Collaborated across organizations and with a wide range of stakeholders to provide a design system with meaningful, accessible components that streamlines engineering effort and time for our partner teams, and provides a consistent and engaging experience for our customers

Mahana Therapeutics, Senior iOS Engineer, Nov 2021 - Aug 2022

Mahana provides FDA-approved, prescription-only digital therapies for treating chronic conditions with CBT (cognitive behavioral therapy).

- Implemented internationalization across the main app and dependent packages, deep links, feature flags with LaunchDarkly, converted a web-based login system to a native solution
- Contributed to the core and research apps using RxSwift, Combine, Swinject, SwiftUI, Snapkit, GraphQL with Apollo, SPM, MVVM-C

Citizens Financial Group, Senior iOS Engineer, Vice-President, Mar 2021 - Nov 2021

Senior iOS developer on the [Citizens Bank](#) app, a mobile banking app that allows users to manage accounts, transfer money, pay bills, and deposit checks.

- Led mobile engineers in turning business requirements and designs for new features into stories, scheduling the work, and passing timeline up to the owner
- Worked with the other pods and release manager to provide release candidates on a biweekly schedule
- Collaborated with other platforms and server team in establishing new apis for new features, and implemented them within the app
- Worked with other iOS engineers within the company to update the app with MVVM architecture, modernize design styles, and implement linting

O'Reilly Media, Inc., iOS Engineer, Sep 2018 - Mar 2020

iOS developer on the [O'Reilly/Safari Queue app](#), which featured a platform search, book reader, video player, live online training portal, playlists, and events portal, for subscribers.

- Implemented and supported core app features including content playback, playlist sharing and management, content downloading, user permissions, and more
- Worked with the microservices teams to consume and correctly report usage, and authenticate users
- Helped convert the app from Objective-C to 100% Swift
- Drove quality standards initiatives; implemented SwiftLint, asset catalogs, and universal app links; maintained the release calendar and acted as release manager

ManyHands, Founder and Principal Developer, May 2018 - Mar 2021

Created and worked on all aspects of Potluck - an app that allows users to coordinate potlucks and group dinners.

- Created project specifications, epics and user stories
- Designed wireframes and user flows in Sketch, and wrote technical and architecture documentation
- Implemented Firebase for authentication, database, server functions, analytics, and dynamic links
- Developed the app in Swift 4, focusing on dependency injection, protocol-oriented programming, testability, and clean architecture patterns

Mobiquity, Inc., iOS Developer, July 2016 - May 2018

Lead feature developer on the iOS platform team for an [enterprise retail app](#) in Objective-C. Included customer reward tracking, mobile ordering, messaging, loyalty program integration, and in-app payments.

- Implemented new features and improvements, handled release management
- Unit and UI testing, utilizing continuous integration with Jenkins, Fastlane integration
- Integrated Google Sign-In and authentication, AWS server integration and Cognito authentication
- Worked with an AWS server team to design, document and build an API for the app
- Participated in sprint planning, project management, code review and project architecture

EDUCATION

The Iron Yard, Orlando, FL, *Intensive iOS Development Course with Swift and Objective-C*

Rollins College, Winter Park, FL, *Computer Science*

University of Central Florida, Orlando, FL, *English and Sociology*