

Pierre Houston – professional software developer, Apple platform specialist

John Pierre McGill Houston email: jpmhouston@gmail.com
Vancouver, BC, Canada phone: 778-829-2259

portfolio: <http://portfolio.bananameter.tech>

Work History

July 2018–Feb 2019: Glance Technologies - Senior iOS Developer

- Contributed to key features in payment apps for users and restaurants/vendors
- Advanced Swift, networking, data modelling, user interfaces

August 2017–June 2018: Sabbatical

- Travel, assist colleague in design & development of prototype educational app
- cross-platform technologies React Native, Flutter

June 2016–July 2017: Kater Technologies - Senior iOS Developer

- Responsible for 2 iOS apps for chauffeur booking service kater.com
- App stability and source cleanup, implemented complete UI redesign, addition of major features
- Swift, Realm database, push notifications, PubNub peer to peer messaging, MapKit and geolocation, analytics, continuous integration

June 2013–May 2016: contractor, numerous clients - iOS application developer

- Advanced networking with JSON and REST APIs, multi-threaded Core Data, MapKit and geolocation

Apr 2012–May 2013: Wundr Publishing - OS X Software Engineer

- Lead developer on Mac OS app for WYSIWYG ePub book editor
- Pervasive custom controls, compound documents with multiple content-editable WebView instances, programmatic DOM manipulation with undo support, HTML/CSS, Javascript + jQuery, localization

Jan 2010–Dec 2011: contractor, numerous clients - Mac OS & iOS application developer

- Select contracts via oDesk.com (now Upwork), receiving 5-star reviews
- OS X and iOS application debugging and feature implementation, primarily UI and networking

2008–2010 / part-time 2011–2013: Room1337 Ventures - Co-founder, iOS application developer

- Several experimental apps during first years of the iPhone SDK, including game concept, SMS utility
- Release and 4 major upgrades of main product: camera app "Click!" / "Click 2"
- iOS UI including custom controls, animations, low-level camera & accelerometer access, multi-threaded image manipulate/save pipeline, social network APIs, in-app purchases, localization

April 2004–May 2008: Atimi Software - Senior Software Engineer

- OS X development – kernel-level and applications
- iSCSI protocol implementation in a high-performance multithreaded file system device driver, client and server applications and system integration for a document search and metadata workflow system, PostgreSQL, extensive AppKit user interfaces
- Technical leadership, project estimation

2001–2004: Strydent Software - Senior Software Engineer

- OS X & Classic Mac OS printer driver development
- emulation layers for porting Windows code to Mac, Windows GDI emulation, Carbon, CoreGraphics
- Technical leadership, project estimation, member of a World-Wide development team

1991–2001: Infowave Software / GDT Softworks - Software Engineer / Senior Software Engineer

- Classic Mac OS printer driver development
- high-speed asynchronous I/O and networking protocols, image manipulation and half-toning, colour correction
- Technical leadership, design document creation and review, scoping, research

Key Experience and Strengths

Apple Platform-specific

- Native application development for iOS & Mac OS X
- Mobile / Desktop user interface implementation with standard and custom controls, dynamic interfaces with auto-layout
- Network service access: RESTful APIs, OAuth, Facebook, Twitter, Flickr
- Advanced Core Data with multiple threads, migrations, merging local and remote data
- iOS 8/9 extensions, background fetch, data coordination between app & extension
- Push notifications, In-App Purchases
- WebKit app integration, Objective-C – JS communication, programmatic DOM & stylesheet manipulation

General

- Object-oriented design and implementation
- Multi-threading and synchronization
- Network protocol design and implementation
- HTML/CSS/JS fundamentals, Xpath, jQuery
- Many C-like compiled languages and scripting languages, ability to learn new languages quickly
- Many development tools, IDEs, source control systems, ability to learn new tools quickly
- Wide-ranging development environment experience, coding and debugging kernel network protocols through to animated user interfaces
- Cross-platform development, emulation and abstraction layers
- Experience in a variety of roles: solo dev, team member, team lead, mentor, troubleshooter, architect

Core Skills

- Languages: Swift, Objective-C, C, C++, Perl, Python, Ruby, Bash
- Cocoa/CocoaTouch frameworks: UIKit, AppKit, Core Animation, Core Data, Foundation, AV Foundation, Core Graphics, Grand Central Dispatch
- Low-Level OS X frameworks: Core Foundation, BSD layer, sockets, IOKit (kernel)
- Tools: Xcode, Instruments, lldb/gdb, makefiles, git, svn, Perforce, Jira, GitHub, Trello
- Publishing: iOS & Mac App Stores
- Methods: Scrum-based Agile practices

Community

Stack Overflow contributions: <http://stackoverflow.com/users/592739?tab=answers>

Github repos: <http://github.com/jpmhouston> <http://github.com/Room1337>

Education

1986-1991: University of British Columbia, Bachelor of Science-Computer Science

- Algorithm analysis, AI techniques, hardware architectures, system programming, math, physics