

LUKE ROBERTS

iOS Developer

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ABOUT

I am an iOS developer with 4 years of experience. I have just completed my degree apprenticeship where I am studied for a Bsc in Digital and Technology Solutions whilst working for a software development company.

My enthusiasm for iOS has developed whilst working on my degree, learning the foundations of computer science whilst using the latest Apple technologies in a commercial context.

I work well as part of a team and on solo projects, making code structured, maintainable and flexible. I enjoy system and user interface design. My strengths include communication and the ability to break down problems for non-developer colleagues. I have experience helping to run coding workshops and have recently been asked to develop a work experience project for upcoming developers.

I have extensive platform knowledge, experience collaborating with other developers and writing readable code. This combined with my real life experience in the industry make me a well-rounded developer.

SKILLS

- Swift, SwiftUI, UIKit, XCTest, RESTful APIs
- Core Bluetooth, WidgetKit, App Clips, Concurrency, Combine, AVFoundation, UserDefaults
- Agile, SCRUM, Git, Jenkins, MVC, MVVM, Coordinator, Clean, SPM, Carthage
- Fastlane, App Store Deployment, CI/CD

EDUCATION

University of Suffolk

BSc (Hons) in Digital and Technology Solutions (Software Engineering) - First Class

A Level

Computer Science: **A*** | Physics: **A** | Mathematics: **A**

GCSE

English Language: **8** | Mathematics: **8** | Computer Science: **9** | Physics: **9** | Biology: **8** | Chemistry: **8** | German: **7** | Geography: **7** | Music: **6** | English Literature: **6**

EXPERIENCE

iOS Apprentice Developer, Coderus Ltd

2020 - 2024

I worked as an apprentice iOS developer at a software development firm specialising in BLE and companion apps. In addition to my apprenticeship, I ran several projects and designed systems both in a team and independently, giving me experience working with Bowers & Wilkins, Hybrid Access and Ring Connect. Recent projects include:

Whitelabel Park Application

- Developed a whitelabel app, allowing the inclusion of bespoke features, strings and assets, making for easier rebranding for potential clients.
- Designed a maintainable analytics system, allowing for different providers to be used. This helped us make data-driven decisions for the application.
- Implemented a binary size tracking system, unpacking IPAs and recording the sizes of different parts of the application, providing evidence for our ISO 14001 environmental certification.
- Worked with various different technologies such as Widgets, App Clips, Caller ID and ARKit to expand our offering for potential clients.

Subwoofer BLE Companion Application

- Designed and wrote an interface-agnostic communication library and protocol, allowing for expandable and maintainable device communication, primarily using BLE.
- Worked with multiple external teams to deliver a full solution, including providing interfaces for external developers to work with the application.
- Managed Jira boards, refined tasks and helped to run client meetings, facilitating smooth project operations.

Dissertation Project

- Worked on improving smart device setup and guest experiences utilising BLE and App Clips.
- Wrote an academic report, detailing available technologies, development challenges and a range of research and references.
- Used technologies such as Core Bluetooth, App Clips, Raspberry Pi, Python, and Firebase.
- Delivered a presentation and Q&A session.

General

- Created the coding style guide and linter configuration to ensure code quality across all projects.
- Designed an extensive workshop for work experience students based on previous feedback.
- Volunteered for several career events and talks, developing my public speaking skills and advertising the company to prospective recruits.

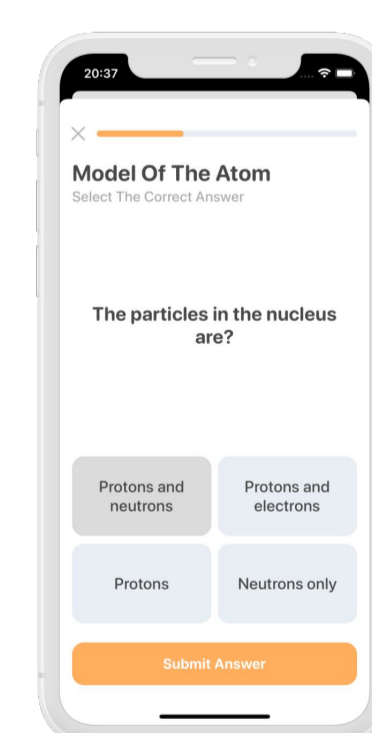
Sales Assistant, QD Stores

2019 - 2020

Merchandising and Sales, PC World

2017 - 2018

PERSONAL PROJECTS



Science Makes Sense

- Worked with science teachers, solving the problem of a lack of easy to use GCSE revision apps.
- Uses SwiftUI, StoreKit, Codable and UserDefaults.
- More projects can be found [here](#)

OUTSIDE INTERESTS

In my spare time I like to play both collaborative video games as well as board games. At weekends I meet up with friends and go to the theatre, ballet, developer conferences and live music gigs. I also play the trumpet and collect vinyl records. I completed the Duke of Edinburgh bronze award which combined my skills of working in a team and teaching adults computer basics. I am also interested in environmental and social issues.