

Allan Evans

Software Developer

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Experienced software engineer with 8 years experience as a mobile application developer, developing natively for both IOS and Android. Now looking to explore backend development such as Ruby and Rails using Test Driven Development to build applications that consume third party services and API's.

Application Development | Xcode | Android Studio | Swift | Kotlin | RESTful API's | Ruby | Rails

SKILLS & ABILITIES

Objective C / Swift / iOS development

- Developed iOS applications on Apples IDE Xcode
- Able to understand existing Objective C code and translate it to Swift
- Developed flexible code to allow easy updates when Apple releases new iOS versions
- Published applications to the App Store
- Created paired application the same file format to allow projects to be used between both applications
- Understanding the UI Builder, handling constraints, stacks, and embedding objects
- Usage of REST APIs, Core Location, and Cocoapods
- Implementing Google FireStore

Java / Kotlin / Android Development

- Developed Android applications on several different Integrated Development Environment's (Eclipse, Android Studio)
- Worked with other developers to troubleshoot and find solutions
- Updated older Android applications to run on the newest platform
- Published applications on the Play Store
- Allowed communication between Bluetooth devices to receive distances and speeds

Ruby on Rails/SQL

- Built web applications that utilize oauth
- Consumed API's to pull data from a third-party source
- Used SQL and Active Record to create a database for the application and using associations allowed information to be combined with multiple tables
- Peer reviews as both the reviewer and the reviewee
- Kept code organized to be saved on a repository to allow easy review
- Open to criticism and always looking for ways to improve my abilities and practices
- Documentation on new and existing applications
- Built tests using Rspec in Ruby on Rails

EXPERIENCE

Radian | 2/2021 - 12/2022

Mortgage Insurance Provider for first lien mortgages

Mobile Application Developer

- Provided support for both mostly Android devices and some support for iOS, customers located primarily in the United States
 - Updated code, images, documentation, and versions on the Google Play
 - Deploying test tracks for early builds of app and getting feedback from users, Alpha version for Android and TestFlight for iOS
 - Collaborated with iOS developers so that the native Android version would match the native iOS version. Successful application with both versions shipped on the same date
 - Usage of API's to handle upload/download of data, images, and documents associated with individual properties
 - Usage of AWS's facial recognition and notification features

Laser Technologies | 12/2013 to 9/2020

Manufacturing lasers for many different means of measurement

Software Engineer

- Provide support for both Android and iOS devices
 - Updating code, images, documentation, and versions on the Google Play/App Store
 - Receiving feedback from applications, tracking bugs and potential upgrades
 - Researching alternatives to current implementations of code to allow for a more effective build
 - Used multiple different IDE's (Xcode, Embarcadero, Eclipse, Android Studio)
 - Creating estimated times to complete portions of the project to keep on a schedule
- Fixing issues for users who experienced issues with the applications
- Supported sales, received feedback, fixed bugs and added features to the applications
- Handling BLE communication for devices using both iOS and Android

PROJECTS

Little Shop:

- Web application that parses data into a database and uses SQL/Active Record and associations to connect the different data

Connect 4:

- A little terminal game with the same rules as the original; play against a friend or a AI

Viewing Party:

- Access the Movie Database API and creates parties of users for a specific movie, with one user being the host

Quickmap:

- iOS app that uses handheld lasers to map out an area

SpeedCapture:

- iOS/Android app that uses a handheld laser to find the speed of a moving object

EDUCATION

Backend Development courses at Turing School of Software and Design remotely

MS, Computer Application Development, Regis University, Denver, CO

BS Computer Information Systems, Metro State College of Denver, Denver, CO

AS, Computer Networking Technology, Arapahoe Community College, Littleton, CO