

Jake Dunahee

dunahee12@gmail.com | 815-992-2246
Mahomet, IL

SUMMARY

Talented and motivated Software Developer with a strong background in iOS and Android Development. Portfolio available at <http://www.natively.tech>.

SKILLS

iOS Oriented

- Fluent in both Swift and Objective-C
- Writing unit tests and UI tests using XCTest
- Creating UI with Storyboards, XIBs, and programmatically
- Handling local storage using CoreData and NSUserDefaults
- Experience with CoreAnimation and CoreGraphics
- Using Instruments to analyze app performance and find memory leaks

Other Technical Skills

- Have personally and professionally submitted apps to both the App Store and Google Play Store
- Android Development
- Using Git for version control
- Heavy Agile experience
- Continuous integration
- HTML, CSS, Javascript
- React and Angular
- SQL/SQLite

EXPERIENCE

Owner/Software Developer

Natively | Mahomet, IL | April 2018 - Current

- Leading Mobile Development teams to create various iOS and Android applications using Swift, Objective-C, and Java
- Working with backend teams to set up cloud based functionality within applications
- Heavy use of caching and local storage within some of the large iOS applications
- Working with CoreAnimation for creating certain UI/UX experiences within iOS applications
- Have used AngularJS and Ionic while developing certain applications
- Have developed and maintained Node.js backend services for multiple companies

Lead iOS Developer

Codagami | Champaign, IL | January 2017 - April 2018

- Used both Swift and Objective-C to develop and maintain the McDonald's Canada iOS application in both English and French
- Worked a lot with Storyboards, Autolayout, and Size Classes to create a seamless UI
- Occasionally developed the Android app using Java and SQLite
- Heavily utilized UserDefaults and CoreData to handle the large amounts of data

iOS Developer

Jpmorgan Chase & Co | Columbus, OH | March 2017 - June 2017

- Developed and maintained the Chase and JPMorgan customer-facing iOS applications which were written completely in Objective-C
- Worked with internal iOS frameworks that were used in the iOS applications
- Wrote unit tests while developing and maintaining the code
- Used Git to maintain a clean code source throughout the apps and frameworks
- Work with Jenkins Continuous Integration to handle framework releases and updates

iOS Developer

A Color Story | Remote September 2016 - March 2017

- Developed and maintained code for the iOS applications, 'A Color Story' and 'A Design Kit'
- Heavily manipulated images using image processing
- Worked with the company's API, which was used to handle most products inside of the iOS and Android apps
- Created and maintained many different In-App Purchase products available throughout multiple iOS and Android applications

Mobile Developer

Ambassador | Royal Oak, Mi | July 2015 - September 2016

- Wrote, updated, and maintained Ambassador's iOS and Android SDKs and applications
- Worked with Core Data, Core Animation, and Core Graphics
- Wrote many UI Automated tests and unit tests, ensuring that our iOS app and SDK maintained 80% code coverage
- Used Git, CircleCI, and Pivotal Tracker in an extremely Agile environment
- Submitted apps to the App Store and deployed various versions of the iOS SDK

iOS Developer

AmTrust North America | Cleveland, OH | June 2014 - July 2015

- Wrote and maintained both customer-facing and enterprise iOS apps using Objective-C and Swift
- Heavily used Core Data and Apple Push Notifications throughout multiple iOS apps
- Wrote API functions in Visual Studio using C# and VB.NET
- Integrated the Fabric framework into iOS apps for crash analytics
- Unit testing on both server and mobile side applications

EDUCATION AND TRAINING

Associate of Applied Science: Mobile Application Development

Heartland | Normal, IL | 2014

This was a course created specifically for Mobile Application Development. Not only did I start off taking all of the basic Computer Science courses, but I also took individual courses focusing on iOS Development, Android Development, and even Windows Mobile Development.