MICHAEL HULET

iOS ENGINEER

CAREER SUMMARY

I am an iOS engineer with **over a decade of technical experience**, who's knowledgeable in multiple programming languages, frameworks, and stacks. I have proven experience working in a fast-paced startup environment and leading a team of developers. I am passionate about building intuitive, delightful experiences for all people, regardless of background or ability, with code that's highly readable, maintainable, reliable, tested, documented, and secure. I go above and beyond to ensure positive outcomes for all stakeholders in each project I work on, including my fellow teammates, product owners, and users

CONTACT ME

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GitHub: https://github.com/raysarebest

WORK EXPERIENCE

Senior iOS Engineer | Liminal Software (Freelance)
April 2024 - Present

- Collaborate with clients to evaluate projects and goals
- Identify, troubleshoot, test, and ship fixes to user bugs
- Build apps with numerous technologies, like Unity & React Native
- Balance multiple competing priorities across clients & projects

Senior iOS Consultant | Chariot Solutions
June 2022 - March 2024

- Engage with clients to learn their needs and wants for their app
- Design and implement solutions to customer problems
- Guide implementation of best practices with distributed teams
- Work with a diverse set of technologies and problem domains

Founding iOS Engineer | Quevis
January 2022 - June 2022

- Architect and build from scratch modern app for Apple platforms
- Collaborate with other iOS engineer, backend, and Android teams
- Implement custom WebSocket-based protocol for server comms
- Use reactive patterns to synchronize SwiftUI, Core Data, network

iOS Developer | Escape Velocity Systems
August 2021 - December 2021

- Build complex storyboard-based interfaces with AutoLayout
- Work with backend team to build custom JavaScript business logic
- Contextualize and implement design advice from Apple advisors
- Implement system for remotely changing app features with JSON

Senior iOS Developer | Celero Commerce
June 2020 - August 2021

- Architect, build, document, and test new features and bug fixes
- Facilitated transition away from outsourced team
- Kanban-based workflow with team distributed across continents
- Build robust automated test suite to ensure ongoing reliability
- Maintain existing codebase while leading redesign efforts

PROFESSIONAL SKILLS

- Swift, Objective-C, TypeScript/JavaScript
- Apple platform development, debugging, & testing using Xcode
- Git, GitHub, BitBucket, Azure DevOps
- Performance and memory management
- Accessibility & inclusive design
- Security & privacy best practices
- Internationalization & localization

STATS

- Top 12% of overall StackOverflow users
- Over 1,500 open source contributions
- Dozens of apps shipped to App Store
- Software run on millions of devices
- Proficient in 4 programming languages
- Communicative in 3 spoken languages
- 5 engineers mentored to employability

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Lead iOS Developer | Aloompa
December 2018 - April 2020

- Architect, build, and document new features, bug fixes, and utilities
- Tailor apps to each client's wants and needs and designers' layouts
- Agile ticket-based workflow with strong cross-team coordination
- Collaborate with and mentor a team of interns
- Refactor, modernize, and maintain a large, mature codebase
- Assist with refactor to Flutter-based cross-platform solution

PROJECTS

Fortune 500 Sportsbook | Chariot Solutions
Sportsbetting & Casino | iOS App

- Nearly pure SwiftUI with some UIViewRepresentables
- MVVM-C with Swinject for dependency injection
- Business logic implemented with Kotlin Multiplatform
- Dependencies managed via CocoaPods
- Lead development of many responsible gaming features

Journal My Health | Chariot Solutions
Medical Data Log | iOS App

- Pure SwiftUI with simple MV architecture
- Integrates with HealthKit, Fitbit, and external weather API
- Data persistence and object graph management with Core Data
- Lead effort to internationalize and translate entire app

RazorSync | Celero Commerce
Field Services Manager | iOS App

- VIPER architecture for high testability
- Persistence driven by Core Data
- Thorough unit testing with XCTest
- Dependencies managed via CocoaPods
- Version controlled with Git and Azure DevOps

FestApp | Aloompa
Mobile Event Guide | iOS App

- AutoLayout with Interface Builder and Masonry
- Implements several different APIs and SDKs
- Custom Node.js-based command line tool to configure apps
- Used by over 1,000,000 eventgoers at over 300 events annually

OTHER ACTIVITIES

Mentor
Underdog Devs | September 2020 - Present

- Meet with mentee weekly to assist their training to job-readiness
- Teach complex computational concepts to beginners
- Guide implementation of solutions to programming challenges
- Answer questions and give advice to dozens of students