MAX KRAMER

iOS Engineer

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I'm an iOS Engineer with over 6-years experience working as a freelancer both remotely and in-situ. I have a keen eye for design and appreciate the importance of a clean and beautiful user-interface that engages the user.

WORK EXPERIENCE

SMILE MACHINE

Contract Software Engineer | Feb, 2016 - Mar, 2016

I was contracted to work as a software-engineer with the iOS and Android team to create an iPhone App for Jaguar & Land Rover for the New York Autoshow, as well as a health-based product MVP for 3M. Making use of modern iBeacons technology, the app enables visitors to view information about the car they are standing next to as well as customising it to their own specifications.

- iBeacons
- CoreBluetooth
- Vue.js
- Contentful

MSTY

iOS Engineer | Sep, 2015 - Oct, 2015

I was contracted to lead the iOS team which involved integrating sharing via Twitter/Facebook and converting the layout of the application to AutoLayout. I also implemented a Snapchat-style content creation screen to translate, rotate and scale text on top of an image. This required the need to create a method for turning the text and background image into a single image file - all of which was done with Core Graphics. The app was then deployed to the App Store.

- Social network integration
- Analytics
- Core Graphics

MARVEL PROTOTYPING

iOS Engineer

I co-lead the iOS team, helping to maintain and upgrade the integrity of their current code-base while implementing new features simultaneously. This included implementing lazy-loading custom UICollectionViewCells, a custom slide-out "side bar menu" and a myriad of bug-fixes and other functionality.

SCHOOL REPORT

Lead Software Engineer / Project Manager | Jun, 2015 - Aug, 2015

Hailed the "Trip Advisor for Schools", I was the iOS and project lead of School Report, responsible for designing and developing the application from scratch. This required me to interact with Edubase - a government sponsored organisation for school data, as well as parse the information of over 27k schools into a manageable and readable format for the application.

I made use of a concurrent Core Data stack which would sync with Parse to store favourites and reviews as the app tended towards a social network.

- "Trip Advisor for Schools"
- Core Data
- Parse

BIZZBY

iOS Engineer | Aug, 2013 - Aug, 2013

Assisted the team in introducing new features, bug-fixing and QA-testing with a view to improving the overall stability of the app.

URBANFLOW ENGINE

Project Lead of iOS App | Jun, 2013 - Aug, 2013

I was hired by UFE to head up and take part in the design and development of 'Drive': an informative utility for monitoring your carbon footprint. We used the Foursquare (now Swarm) API to find a list of venues around the user's location and calculated the carbon offset that would be generated by visiting one of these places. This required complex molecular calculations to determine the amount of CO_2 released by travelling in a certain type of vehicle over a certain amount of time.

- Foursquare
- Map Kit
- RESTful API
- Scientific Caculations

LINEPEEK / CITYWISE

Lead iOS and Web Developer

I was recruited by two separate venture-capitalists to design and develop the backend architecture and front-end iOS application for two location-based social networking applications. With experience in PHP (CodeIgniter) and AWS [EC2 for hosting , S3 for image storing/CDN], I developed an modular API based on REST/CRUD principles that could interact with and build-on Foursquare's APIs to provide up-to-date information about venues around the user with reviews and comments. Both networks helped me to achieve a greater knowledge of the client-server model as well as the need for data to be stored securely. LinePeek aimed to track and predict queue-times for venues around your current location while CityWise took on more of role not dissimilar to that of LonelyPlanet for recommending restaurants and entertainment in your area.

- Backend API written in CodeIgniter
- Amazon AWS
- Sysops - server provisioning
- Foursquare
- Map Kit

Swift	Objective-C	Project management	Core Data	UIKit	Parse	Amazon AWS	REST

Git	Node.js	PHP	MongoDB	MapKit	Concurrency / Threading	Networking

Continuous Integration	Problem solving and debugging	Software Architecture and Design