Dat Nguyen

Senior iOS Application Developer

(704) 909-6498

Core Competencies

iOS App Development | iOS SDK | SwiftUI | UIKIT | MVVM, Clean Architecture Pattern| Objective C | Data Structure & Algorithms | Agile Scrum | Stakeholder Management

Professional Summary

* 10+ years of iOS mobile app development experience and working on Swift and Objective-C.
* Hands on exp in Publishing 6 iOS mobile applications to apple AppStore and managing enterprise MDM stores like AirWatch.
* Expert in creating custom UI in universal Apps (iPhone and iPad) using SwiftUI, programmatic UIKIT, XIBs, Storyboards
* Extension exp in OOP and POP (protocol-oriented programming) concepts and applying best practices via SOLID and KISS principles.
* Extension exp in managing offline data persistence using SwiftData, CoreData, Realm, Sqlite, MongoDB atlas on Azure and PostgreSQL.
* Strong knowledge of Core Frameworks like SwiftUI, UIKIT, Combine, MapKit, CoreLocation, ActivityKit, WidgetKit, CoreData, CoreML, ARKit, RealityKit, PassKit, StoreKit, Notifications.
* Expertise in Swift UI concepts like View Modifiers, View Builders, Macros, State, Binding, State Object, Observed Object, HostingViewController, UIViewRepresentable.
* Expertise in various design architectures like MVC, MVVM, MVVM-C, VIPER, Clean Architecture, RIB.
* Good knowledge handing async events using Combine and RxSwift and doing data binding using pub sub.
* Proficient in consuming RESTful web services using URLSessio and Alamofire also migrated to BFF layer using GraphQL apollo client.
* Proficient in memory management (ARC) and debugging app performance issues using instrument tools like Leak, Allocation, Time Profiler, App Launch, Main thread checker.
* Proficient in Unit Tests (TDD/BDD), Integration UI tests, Snapshot tests using XCTest, Quick and Nimble frameworks.
* Proficient in version control using GIT along with Github, GitHub Lab, Bitbucket, Azure, SourceTree.
* Skilled in managing 3rd-party framework dependencies (Swift Package Manager, Cocoa Pods, Carthage)
* Expert in using different communication protocols like Bluetooth low energy, Near Field communication (NFC), Peer to Peer device communication (Mesh Network).
* Expert in managing CI/CD pipeline using Jenkins, Fastlane, Azure YAML file, CircleCI, Bit Rise.
* Expert in managing app security using SSL pinning, Key Chain, Biometric Auth, Auth 2.0, AES encryption.
* Strong Knowledge of managing Feature Switches, A/B Testing, Crashlytics, Analytics using Firebase.
* Hands on exp in rendering USDZ 3D Objects using RealityKit and ARKit.
* Demonstrated excellence in end-to-end mobile app development with Agile or Kanban SDLC.
* Effective communicator with stakeholders like Product owners / Business Analyst, have to do attitude with high integrity for project success.
* Ability to work independently and in a team and Leading a POD team and mentoring jr. developers using code reviews and pair programming.

Technical Skills

Languages:   Swift, Objective-C, Java Script, NodeJS, React, React Native

IDEs: XCode, Visual Studio

Architectures: MVC, MVP, MVVM, MVVM-C, VIPER, Clean Architecture, RIB.

Design Patterns: Delegation, Singleton, KVC, Builder, Façade, Observer, Decorator, Blocks, Notification, Factory, Pub Sub, SOLID, Dependency Injection, Dependency Inversions,

Continuous Integration: Jenkins, Fastlane, CircleCI, Azure, GitHub actions.

Databases: SQLite, CoreData, MongoDB atlas on Azure, Realm, SwiftData.

Frameworks: Combine, CocoaTouch, CoreLocation, Foundation, SwiftUI, UIKit, CoreGraphics, MapKit, XC Test, Google API, Facebook API, EventKit, WatchKit, Fabric/Crashlytics, SSZip Archive, Security Framework, Urban Airship, Fabric, RxAlamoFire, RxCocoa, RxSwift, Firebase, AFNetworking, AVFoundation, PromiseKit, Adobe Analytics , Lottie, SwiftLint.

Web Services: RESTful, SOAP, JSON, XML, Reachability, Decodable, GraphQL.

Version Control: GIT, GitHub, SVN, SourceTree, Tower, Bit Bucket , Azure, Gitlab

Front-End Development: SwiftUI Sketch, Storyboards, Interface Builder, XIBS, Views, Figma, InVision, Zeplin

Testing and Troubleshooting: Instruments, Allocations, Leaks, Zombies, LLDB , View Debugger, Breakpoints

Issue Tracking: JIRA, Bugzilla

Methodologies: Agile, TDD, BDD, SCRUM, Waterfall-hybrid, Kanban.

Operating Systems: iOS5-iOS17, OS X, Linux, Windows.

Work History

Senior iOS Mobile App Developer July 2022 – Present

Ally Mobile Bank, Charlotte, NC

<https://apps.apple.com/us/app/ally-banking-investing/id514374715>

Developed and maintained iOS features using SwiftUI framework, ensuring a seamless and responsive user interface. Integrated RESTful APIs into the application to fetch and display real-time data, improving user experience and app functionality. Utilized the Xcode debugger to identify and resolve complex bugs and performance issues, resulting in improved app stability and reliability.

* Used Swift 5.5 with XCode 15 version and MVVM C architecture.
* Attended daily sprint stand-ups where implementation, features, bugs, architecture, and blockers were discussed.
* Worked in an Agile environment with a team of 5 developers, Quality Assurance, product owners, UX/UI designers, and backend developers supporting the revamping and restructuring of the Ally mobile app to accommodate investing, banking, self-directed banking, prospective, and automated investing accounts.
* Contributed to major feature additions such as dark theme, deep linking, SSO, quick and seamless navigation, pull to refresh, and efficient API handling.
* Programmed new code in Swift and migrated Objective-C code base to Swift code base.
* Worked with other teams to ensure product consistency and accurate implementation of features, APIs, and UI elements.
* Adapting to the challenges of integrating SwiftUI screens within the existing architecture, utilizing hosting controllers and managers to ensure smooth transitions and data sharing.
* Programmed efficient, quick, and reusable code that adhered to Ally coding conventions.
* Searched for and removed code redundancies and removed unused code and thoroughly tested new feature implementations.
* Used Slack and Microsoft Teams to quickly communicate with team members and set meetings.
* Successfully navigated challenges related to integrating SwiftUI screens, leveraging hosting controllers and managers to ensure seamless data sharing and display across the application.
* Followed Ally’s coding convention to ensure clear readability and implementation of Ally structures and methods.
* Wrote new features for Ally Invest and designed new views to present web widgets to display important account data.
* Implemented Strategy design pattern to instantly access different views and controllers of the app for a strategic approach to development.
* Created a more seamless navigation experience by revisiting and refactoring old methods.
* Created a new pull to refresh feature that speed up the process.
* Assisted in implementing dark theme such that all the app’s views were changed with one simple switch.
* Consumed APIs to perform numerous different functions.
* Used Confluence to document code structures, features and major changes to convey its purpose to new developers.
* Used CocoaPods as a dependency manager to install external libraries.
* Used URL Endpoints and tokens to SSO into web views to make signing in much easier for users.
* Implemented biometric authentication for easy sign on.
* Deep knowledge of objective-c to support legacy methods and supporting files.
* Maintained a consistent and conventional approach to handling data, storing, and presenting data with Swagger.
* Presented our team’s progress in monthly Demos & showcased our solutions and additions to the app.
* Using Bitrise to distribute builds after final merges into respective branch.
* Created Deep Links to route users from web pages to the app installation page and for specific features within the app from an external web page.
* Used Orion to compare web views with what the apps web widgets were displaying.
* Used Apple’s LLDB to set break points and analyze the code’s
* Wrote Unit and UI tests with XCTest and XCUITest cases regularly to ensure features, methods, UI elements, and any changes were thoroughly tested.
* Used GitLab for version control and Jira ticket tracking.
* Worked closely with QA to ensure proper presentation of all data received from the APIs.

Senior iOS Mobile App Developer June 2020 – July 2022

Honda Motors, Torrance, CA

<https://apps.apple.com/in/app/honda-connect/id1475102958>

Introducing the Next Gen Honda Connect, an advanced technology platform with over 32 features. It is designed to enhance Comfort and convenience, Safety and Security and Peace of Mind for the customers.

Additionally, some of exciting features of this application have been extended to the comfort of your home by establishing a vehicle to home connectivity with the use of “Honda” Alexa skill.

* Used PDF Kit to show vehicle manuals information display.
* Worked on different features in app like Guide Idea Board and vehicle Details Screens
* Leveraged Core Data, Keychain Services, and User Defaults for data persistence.
* Utilized both XIBS and programmatic UI approaches for flexible and conflict-free UI development.
* Resolved numerous defects quickly by debugging the code using breakpoints, logs and Xcode instruments.
* Updated legacy views using a combination of SwiftUI for new UI development and UIKit storyboards for enhancing existing screens, providing a seamless transition for users.
* Ensured code consistency by implementing Swift Linter and implemented localization support for English and French languages C
* Worked with Hockey App and TestFlight as well as XC Test Unit Test in creating and running tests for QA.
* Managed data and memory management from streamlining code and using various debugging tests.
* Integrated the Google Analytics SDK to the iOS Mobile Apps for tracking app data and user movement.
* Worked with QA testers to ensure resolution of all issues and UI/UX features requested by the QA testing team.
* Installed Jenkins plugins to work along with X code to run the SDK for Continuous Integration to test the test cases written using XC Tests.
* Built UI using Swift UI and played key role in defining Swift UI features and APIs.
* Worked with Obj-c and Swift hybrid code bases; practical experience working with bridging header files and minor issues with a dual language code base.
* Used Jira for tracking issues and picking tasks from the backlog to work on.
* Helped write user stories and epics in Jia.
* Used Stash and Confluence for team tools.
* Achieved the same functionality provided by Codable/Decodable by using Object Mapper for mapping JSON responses.
* Interacted with QA on deliverables on every iteration and customer feedback implementation.
* Provisioned, compiled, managed apps for Ad hoc and app store distribution, usage of Test Flight and Hockey App.

Senior iOS App Developer September 2018 – June 2020

Ethen Allen, Danbury, CT

<https://apps.apple.com/us/app/ethan-allen-inhome/id1385071267>

Add gorgeous, beautifully rendered 3D images of Ethan Allen furniture to your rooms using our augmented reality app. We deliver the highest possible image resolution while still providing a speedy and seamless 3D room design experience. Ethan Allen inHome’s free interior design app is like having an Ethan Allen design studio right in your home.

* Utilized RxSwift in coordination with MVVM to have the model and view bound so that the view reacted to changes in the model.
* Programmed in Xcode with Objective-C and started transitioning code and developing new features in Swift.
* Developed UI programmatically in Objective-C and Swift.
* Used Reality2 to enable capturing and modelling of pictures in 3D.
* Implemented RxSwift to handle two-way binding.
* Rewrote some of the older Objective-C libraries to Swift.
* Designed and developed user interface as per existing IOS application using UI framework.
* Used Accounts framework and Keychain for user accounts, with Core Data for data persistence
* Participated in UX design and suggested how to implement.
* Integrated ARKit as a native solution for Augmented Reality and 3D renderings.
* Handled UI development using Storyboards and Interface builder based on Apple HIG guidelines.
* Managed third-party dependencies using CocoaPods.
* Configured push notifications’ content-available property to make notifications visible even when the application was running in the background, letting users to receive messages when they were directly or indirectly using the application.
* Resolved bugs and crash scenarios using NSLogs, Breakpoints, Instruments, and LLDB statements.
* Used JIRA to track and prioritize bug fixes.

iOS Developer September 2016 – September 2018

Fox News, New York, NY

<https://itunes.apple.com/us/app/fox-news-live-breaking-news/id367623543>

The Fox New iOS mobile app features a home screen with summaries of news stores. From there you can go to a “watch” screen or a “Listen” screen for any story. This release is available on Apple Watch as well as iPhone and iPad.

* Programmed in Swift using Xcode and used various native and third-party frameworks in an MVVM architecture.
* Created view animations using UIAnimation classes and QuartzCore framework.
* Created Custom UITableView cells to accommodate the UX/UI requirements.
* Built iOS Storyboards and established IBOutlet, IBActions, create and perform segues between Mobile Application Developer
* Coordinated with onsite team and client in understanding the requirements and business logic.
* Used AVFoundation for audio-video playback and management.
* Implemented Navigations between views for the view controllers using Segues.
* Utilized CoreData for persistence of data and used versioning for data changes.
* Implemented UIScrollView to show the information about the usage of application.
* Worked with UIKit Framework for development and maintenance.
* Managed GitHub repository creating branches doing merge, pull request and releases.
* Worked as a member of iOS development team following Agile Scrum practices and participating in daily stand-ups, bi-weekly sprints, and code reviews.
* All web communications are performed in background threads to enhance performance and the user experience.
* Utilized GCD/NSOperation multithreading techniques for downloading images on background thread as to not lock up the UI and ongoing animations.
* Implemented logic to connect to server to download document data using GCD.
* Implement Bluetooth Charectristic, services Schema to keep track of Bluetooth services and perform extensive work with the low-level Bluetooth stack.
* Followed the Apple UI guidelines throughout the project.

iOS Mobile DeveloperJanuary 2015 – September 2016

TD Synnex, Fremont, CA

<https://apps.apple.com/us/app/cosmic-by-td-synnex/id6448291330>

* Designed and developed mobile applications across all iOS devices.
* Prototyped new app features and explored new technologies.
* Applied a MVVM – C architecture and programmed in Swift and Objective-C.
* Used RestKit library to make connections to server, and handle authentication challenges.
* Worked on the back-end integration to manage asynchronous connection efficiently and run background multithreaded operations using RxSwift and RxCocoa.
* Used Cocoa framework with CocoaPods as dependency manager for management and installation of external libraries.
* Consumed RESTful web service using NSURLSession.
* Used knowledge of XCode to set constraints and design layout for many different resolutions.
* Used frameworks from iOS (API, unit testing and deployment) primarily in Swift.
* Debugged code from colleagues in both Swift and Objective C language.
* Focused on code optimization.

iOS Mobile Developer January 2013 – December 2014

HCA Healthcare, Nashville, Tennessee

<https://apps.apple.com/us/app/myhealthone/id1493014954>

* Implemented the iOS application in Xcode with coding in Objective-C.
* Worked extensively with Objective-C and Cocoa frameworks including Foundation, Core Animation and UIKit.
* Used Storyboards and Auto Layout to implement UI/UX design working closely with UX designer.
* Applied Auto layout constraints and size classes utilized for good user experience across various devices, screen sizes/orientations.
* Implemented user login and account information management with Keychain and Accounts frameworks.
* Collaborated with backend services team in the integration and consuming of RESTful web services to book trips, review itinerary, etc.
* Utilized NSJSONSerialization to parse JSON responses.
* Maintained app, applied updates, and fixed as needed.
* Updated apps to support latest iOS version.
* Debugged various issues throughout the app utilizing NSLog statements, Breakpoints, and LLDB statements.
* Debugged issues using a combination of NSLog statements, breakpoints, LLDB statements, crash logs, and Instruments.
* Integrated push notifications to allow for users to receive updates and reminders.
* Worked in an Agile scrum environment with daily scrums and weekly sprints.

Education

University of Texas at Arlington – Bachelor of Computer Science