JAMES SMITH

Lead Developer | Mobile Tech Lead | Full-Stack Engineer

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PROFESSIONAL SUMMARY

Results-driven software engineer with over 14 years of experience building mobile and web applications across iOS, Android, and full-stack platforms. Proven track record leading technical initiatives, architecting scalable systems, and mentoring development teams. Expert in modern development practices including CI/CD, observability, and security. Currently bootstrapping a new delivery platform for my local Meals on Wheels.

TECHNICAL EXPERTISE

Languages	Swift, Objective-C, Kotlin, Java, Python, JavaScript, TypeScript, Bash, SQL
Mobile	SwiftUI, UIKit, Swift Concurrency, Combine, Jetpack Compose, BLE, Deep Links
Backend & Cloud	Django, Node.js, PostgreSQL, Redis, Docker Compose, AWS (EC2, S3, ECR, SSM), Caddy
DevOps & CI/CD	GitHub Actions, CircleCI, Fastlane, Docker, Git, Conventional Commits, Release-Please
Observability	Open Telemetry, Loki, Grafana, Tempo, Prometheus (LGTP Stack), CloudWatch
Security & Testing	OWASP, Threat Modeling, JWT, OAuth, Unit/Integration/E2E Testing, SonarQube, MobSF
Tools & Platforms	Xcode, Android Studio, PyCharm, Cursor, VS Code, Postman, Figma, Jira, Notion, Slack

PROFESSIONAL EXPERIENCE

Mobile Tech Lead - iOS & Android

Stellantis | Remote | May 2023 – June 2025

- Led strategic initiative to consolidate legacy mobile applications into unified codebase, reducing technical debt and improving maintainability across 14+ automotive brand apps
- Spearheaded comprehensive penetration testing and security enhancement program, significantly improving application security posture and regulatory compliance
- Architected scalable mobile components and system-level infrastructure, improving performance and reliability across iOS and Android platforms
- Increased team velocity by identifying and eliminating development blockers, establishing best practices, and mentoring engineers on modern mobile architecture patterns
- Leveraged DORA metrics to drive continuous improvement initiatives, enhancing deployment frequency and reducing lead time for changes

Senior iOS Engineer

Airside, Inc. | Herndon, VA | September 2019 – January 2023 (acquired by Onfido/Entrust)

- Architected and developed Airside Digital ID iOS from the ground up, contributing 150,000+ lines of production code with >80% test coverage using SwiftUI, Swift Concurrency, and Combine
- Designed custom architecture balancing business requirements with testability, enabling rapid feature development and CI/CD deployment via CircleCI and Fastlane
- Integrated advanced security and cloud features including FIDO authentication, Universal Links, and AWS services, as well as Firebase (Remote Config, Crashlytics)

- Optimized CI/CD pipeline, reducing CircleCI runtime costs by removing long-running asynchronous operations from test suites and implementing efficient testing strategies
- Built CDC contact tracing app prototype in two weeks during pandemic, demonstrating rapid prototyping capabilities with AWS GovCloud integration
- Contributed bug fixes and features to MPC (Mobile Passport Control), a top ten travel app enabling TSA customs declarations (and shorter lines!)

Senior iOS Engineer
New Potato Technologies | Wilmington, NC | November 2016 - January 2019

- Built complete IoT ecosystem for Brio Smart Coaster including iOS app with BLE communication and Node.js backend on AWS EC2 with MEAN stack
- Developed Sunscreenr Android app featuring custom UVC camera driver integration with OpenGL ES GPU-accelerated video processing
- Created prototype smart lighting control apps for Seoul Semiconductor using BLE, similar to Philips Hue functionality
- Architected Muzik Live streaming headphones system with embedded Android app handling BLE, Wi-Fi, Camera API, I2C communication, and MJPEG video streaming over TCP and UDP
- Developed audio hardware companion apps (MZA, Muzik One) with BLE connectivity, audio EQ controls, and custom UI implementations

iOS Contractor
Next Force | Palo Alto, CA | June 2016 - October 2016

- Internationalized Next Helper and Next Manager iOS apps for Spanish localization, updating UI to accommodate translations
- Established comprehensive UI automation testing framework using XCUI for improved quality

Senior iOS Engineer
Jiff | Mountain View, CA | May 2015 - May 2016 (acquired by CastLight Health)

- Built competitive wellness features integrating FitBit API: Team Race, Team Leaderboard, Individual Leaderboard, and Building Blocks gamification
- Implemented Single Sign-On (SSO) between Challenges and Incentives apps, enabling seamless cross-app authentication
- Localized apps for Spanish market, managing internationalization workflow and UI adaptations

Senior iOS Engineer
The Find | Mountain View, CA | November 2013 - April 2015 (acquired by Facebook)

- Architected deep linking system with backend engineers, designing JSON payload format for iOS app navigation
- Implemented feature toggle system enabling A/B testing and gradual rollouts of new functionality
- Established automated UI testing using KIF framework, improving release quality and confidence
- Built comparison shopping app integrating multiple search providers including Google Shopping API

Software Engineer
Crowdtorch | Austin, TX | June 2011 - October 2013 (acquired by Cvent)

- Developed cross-platform mobile apps (iOS & Android) for leading event platform serving millions at major festivals including ESPN, Disney, New Orleans Jazz Fest, and Bristol Motor Speedway
- Implemented location-aware weather feature displaying event-specific forecasts rather than user's current location
- Contributed to major 2.0 redesign of iOS, Android apps and backend services, modernizing UI and architecture
- Built custom arcade-style mini-game for The Preakness using cocos2d framework

Software Developer (Intern)
New Potato Technologies | Wilmington, NC | May 2010 - May 2011

- Shipped production code as undergraduate intern, developing multiple iOS apps including Jackpot Slots, Pinball Magic, TuneLink, and FLPR
- Implemented realistic slot machine game logic, pinball physics engine with UIKit, GPS-based FM tuning, and IR blaster remote control

FEATURED PROJECTS

MOW Delivery Platform | Open Source | 2025-Present

- Architected and developed comprehensive meal delivery platform in partnership with Meals on Wheels Charlottesville, replacing legacy systems with modern Django-based solution
- Implemented full observability stack (Open Telemetry, Prometheus, Loki, Tempo, Grafana) with trace-log correlation and code-provisioned dashboards
- Built automated CI/CD pipeline with GitHub Actions, multi-arch Docker images, release automation via Conventional Commits, and AWS infrastructure (EC2, ECR, S3, SSM)
- Established comprehensive security practices: non-root containers, SSM Parameter Store secrets, CSP/HSTS headers, OIDC authentication for CI/CD

Portfolio Website (codejim.com) | Personal | 2025

- Built responsive portfolio site with React and Vite featuring interactive project showcase with carousel, lightbox, and dynamic skill tree visualization
- Implemented containerized development workflow with Docker Compose and automated deployment pipeline to AWS S3/CloudFront

EDUCATION

Bachelor of Science in Computer Science

University of North Carolina Wilmington (UNCW) | May 2011 | GPA: 3.7

ADDITIONAL INFORMATION

- Portfolio & Projects: codejim.com
- Open-Source Contributor: MOW Delivery Platform, JOSESwift (Swift cryptography library)
- Community Service: Active volunteer with Meals on Wheels and the National Park Service
- 30+ shipped applications across iOS, Android, and embedded systems serving millions of users