

I'M LUKE CHARMAN.

I'm a London-based iOS software engineer and developer with a passion for precision in performance, design and simplicity. I strive to create unique and touching user experiences that give mobile applications both purpose and personality.

WHAT I DO:

Software Development

- iOS Development (Xcode, Objective-C, Swift, Interface Builder, Core Animation, Core Data, QA, Accessibility, Networking, Apple Watch, Push Notifications).
- iOS Testing and Continuous Integration (XCTest, Expecta, OCMock, OHHTTPStubs, TeamCity, Jenkins).
- iOS UX and Visual Design (PaintCode, Photoshop, creation of custom controls).
- iOS Application Marketing and Social Media Practises, App Store Optimisation.
- Interacting with RESTful APIs (JSON, XML Parsing, HTTP requests).
- Familiarity with providing customer support (directly and via composition of help content).
- Agile development methodologies (Scrum, Sprint / Release Cycles, Estimation, JIRA, Kanban).
- Source control (Git, Subversion, Code Reviews).
- Copywriting.

Audio Engineering

- Qualified audio engineer, studio / live sound experience.
- Audio Programming (Puredata, Core Audio / DSP).
- Creative sound design, foley, and editing experience.

WHERE I'VE LEARNED:

Recent Education

- iOS Development (Shiny Training, 2011)
- C++ Programming (Kensington College, 2011)

SAE Institute London

- BA Recording Arts (2007-09, First Class Honours)
- Audio Engineering Diploma (2007-08)

Hertford Regional College

- BTec ND: Software Development (2004-06, Distinction)

The John Warner School

- A-Levels (English, ICT) & GCSEs (10 at grades A/B)

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References available on request

I'M (STILL) LUKE CHARMAN.

HOW I'VE HELPED:

moonpig.com / Photobox Group – iOS Developer (London, August 2015 - Present)

At Moonpig, I work within the group's mobile App Factory, working on a range of innovative and profitable mobile products in a highly agile and test-driven environment.

thetrainline.com – Agile iOS Mobile Developer (London, June 2015 - August 2015)

At thetrainline, I worked in a feature-based, large team helping to create frictionless customer experiences for rail travel throughout the United Kingdom and beyond.

blinkbox Music – Senior iOS Software Engineer (London, UK, June 2013 - June 2015)

Formerly known as We7, blinkbox Music was a successful music streaming service with millions of active users throughout the UK, serving over 30,000,000 audio streams per week. With blinkbox, I spent my days pushing seamless cohesion between visual design, UX and software development, universal accessibility, a wholly customer-focused approach, and innovative, complete feature implementation.

Over two years, I influenced every corner of the application, worked on ground-up visual re-designs of the entire product, and nurtured countless new features from initial prototypes, iterative and agile designs and implementations, and release. These include finely-honed Sign Up and onboarding experiences, the addition of popular features such as lyrics, in-app rich messaging and push, a robust and modern audio player back-end, and prototyped clients for Apple Watch. I also implemented accessibility and VoiceOver support, as well as taking an active role in contributing towards marketing campaigns and copywriting.

Agile Partners – Audio Consultant (New York via London, USA, 2009-2013)

With Agile, I provided development and musical expertise on a range of successful iOS / OS X applications: 'GuitarToolkit' (App Store Hall of Fame), 'TabToolkit' (Apple Design Award Winner 2010), 'AmpKit' (with Peavey Electronics), and 'Lick of the Day' (with Guitar World magazine / Future Publishing).

Over four years, I worked on multiple award-winning applications, implementing audio-related functionality using Cocoa and Cocoa Touch frameworks for iOS and OS X, contributing to UI / UX design and development, performing thorough and rigorous testing, and providing customer support post-release. I also handled localisation of multiple apps for European and Asian markets.

Dennis Publishing – Audio Designer (London, UK, 2012)

Sound design, music composition, and audio lead for 'Split Decision' iOS and Android trivia game, implemented in cocos2d.

Reality Jockey – Intern (London, UK, 2009)

PureData audio programming for 'RjDj' iPhone app.

Member of MENSAs. Simpsons fanatic. Avid gamer. Wannabe rockstar (guitar, drums and piano). Devoted baker. Barbecue aficionado. Unashamed lover of dad jokes. Strong talker, lover of conversation and

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