# Tim Belfield

## Senior iOS Developer

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## Career Profile

Senior iOS Developer with 10+ years of professional software development focussed on mobile applications. Experienced in writing iOS software using Objective-C (ARC and self managed memory), Swift, Programmatically written UIKit, Cocoa on to Storyboards, XIB, NIB and then SwiftUI. Skilled and adept at many core frameworks of the iOS ecosystem such as Foundation, Core Graphics, Core Data, Core Audio, Core Haptic, Swift Charts and Sprite Kit. In addition many 3rd party frameworks (including legacy ones) such as Alamofire/AFNetworking, Onfido, Firebase/Crashlytics and SumUp.

Strong development history including developing frameworks, greenfield modern apps and legacy apps with a long development history and mixed language codebases (Objective-C/Swift/C++). Previously having worked in all manner of team sizes with being an individual developer in charge of an entire app codebase and development lifecycle, to being a senior contributor and mentor in a multi team app of dozens of iOS developers. In apps covering lots of genres from Investment, Point of Sale, Sports betting and Messaging. Using common tools such as CocoaPods, Swift Package Manager, XCode, Git and various productivity tools along with techniques (Jira, Agile Manifesto focussed approaches, Agile Scrum, Sprints, Kanban etc). Multinational experience in the UK, New Zealand and Austria.

### Education

BSc & Msc in Computer Science (Hons) (2:1)
University of Nottingham (UK)
2008 - 2012

### Languages

English (Native), Vietnamese (Elementary)

## Experience

### Contract iOS Developer
May 2024 - Current

Con Vit Software (UK) Ltd

Running a contracting company dedicated to providing support for app development on iOS. Completed a number of smaller contracts focussed on App maintenance and updates, monitoring and supporting apps for stability, adding new features for clients. Looking to take on further clients.

### Senior iOS Developer
March 2025 - Current

Urban Zoo Ltd - Warrington UK

I work as a part time Senior iOS Developer as part of a team of iOS developers on a framework dedicated to building apps for various sports clubs and leagues in the UK. These clubs range from Premier League, Scottish Premier League, championship as well as lower divisions. I build part of a growing and modernising feature set in the framework allowing for customised apps to be created from our toolset. This experience is in UI Swift/UIKit, integrations, overall logic and testing.

### Senior iOS Developer
November 2022 - April 2024 (18 Months)

Flutter International - PokerStars, Remote UK

Worked as a Senior iOS Developer as part of a multi team set of iOS developers on a framework dedicated to Sportsbook betting used in the PokerStars App. Worked in numerous areas such as UI/UX, Localisation, BFF development/deployment. Developed features using Test Driven Development (TDD) using unit tests and snapshot tests. Employment ended due to team redundancy.

### Senior iOS Developer                    May 2021 - November 2022 (18 Months)

Rendity GmbH, Vienna, Austria

Worked as the primary mobile developer at Rendity, developing the Rendity app from a greenfield state to app launch and further maintenance. Led the app development and implementation, UI/UX design, Architectural choices and future support and maintenance decisions.100% developed in SwiftUI and Swift from the ground up and authored the Rendity internal API alongside other team members. Built using Core Data, OneSignal, Firebase, Onfido and a number of other frameworks. Assisted with the process of handover and further contract work as well as contract proposals for the Android app.

### Senior iOS Developer                    September 2018 - May 2021 (30 Months)

Ready2Order, Vienna, Austria

Worked as the main developer on the iOS platform for the Ready2Order point of sale app. With a large number of unique constraints and challenges surrounding the requirements of the Webapp due to uptime and reliability. Handled the native components of the app to ensure reliability providing 99.8% crash free function on an average 6 hour app session with heavy constant usage, all while dealing with numerous bluetooth peripherals from thermal printers, credit card readers, scanners and secondary tools. Migrated the project over from Objective-C to Swift, wrote a large encompassing amount of unit tests to ensure functionality and handled CI/CD for the iOS platform using Gitlab CI.

### iOS Developer                    May 2017 - December 2017 (6 Months)

Decodeit GmbH, Vienna, Austria

Worked on a number of projects in the finance and gaming space. Worked on an app for high net worth clients implementing features in the wallet and general UI. Worked on a gaming platform focussed on optimisation in internal tools.

### iOS Developer                    August 2015 - April 2017 (20 Months)

Bulletin Ltd, Auckland, New Zealand

Worked on general features of the Bulletin messenger client for iOS. Refactored the app to a white label and framework based solution to allow embedding in other apps. Took over a rapidly prototyped version and implemented it into a more concrete solution. Used Core Data.

### iOS Developer                    July 2014 - January 2015 (8 Months)

Stroma Ltd, Castlefield, UK

Worked on a GWSAP implementation for Stroma called RSAP+ used in the building industry in the UK. Worked mainly on feature implementation and bug fixes.

### Junior iOS Developer                    June 2012 - August 2013 (15 Months)

Apadmi Ltd, Manchester, UK

Started career as an Android developer working on a number of apps at a mobile first focussed

agency. Developed a number of apps on iOS, Blackberry 10 and Android.

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## Core Skills

Swift, SwiftUI, Objective-C, Storyboards, CI/CD, Github, Gitlab CI, Jenkins, Core Data, Alamofire, AFNetworking, Swift Package Manager, Carthage, CocoaPods, Mentoring.