

Robin Hayward

iOS Developer

A trusted specialist with decades of experience to draw upon, I take a lot of pride in my work, love to learn, adapt, craft and deliver. I have been coding for over 25 years and focused on iOS since the App Store opened to developers back in 2013.

- Experienced iOS Developer
- Creative Thinker
- High-Agency Problem Solver

I strive for: clean code, test coverage, patterns, continuous integration, delivery and learning. Delivering value. Excellent business acumen and big picture thinking. Always conscious of technical debt, looking for new knowledge, experience and insight to improve on yesterday. I thrive in a leadership or developer role and love what I do.

Recent Work

iOS Tech Lead - NewDay - (06.12.2021 / 21.03.2023)

Hands on development and lead for a team of engineers, designers, QAs. Working across a suite of high traffic, credit card management apps for this fast paced fintech company.

Modularisation of a large estate, CI/CD, ways of working improvements, architecture, Swift, SwiftUI. UX for accessibility, accessibility workflow setup for teams and testing strategies.

Given a new team that became the most successful in the company during my tenure - on given metrics for output, productivity, happiness, camaraderie and innovation.

<https://www.newday.co.uk>

Principle Consultant (Mobile) - Accenture - (13.02.2021 / 19.11.2021)

Hands on development and tech lead for three squads of mobile developers, working across a suite of, high traffic, Sky Bet mobile apps. Mentoring young developers, modernizing code bases, UX, accessibility, ways of working, testing, clean code, modularization. Lead the initial transition to SwiftUI for the suite of apps.

<http://www.accenture.com>

Lead iOS Engineer - Bet365 - (16.11.2020 / 12.02.2021)

Development of a new in-house product for building management automation. iOS, Swift, SwiftUI, Combine, Go, Real time/TCP socket communications, API design and development. UX guidance, application architecture.

<http://www.bet365.com>

Lead iOS Engineer - Mastercard/P4 - (19.11.2018 / 16.11.2020)

Research, investigations and prototyping of ideas to trial potential solutions for specific business challenges with new technologies, such as SRC and mobile payments. Construction of a large internal banking app - for trialing new technologies and user experiences.

iOS, Swift, React.js, Node.js

<http://www.mastercard.com>

Lead iOS Engineer - Arrk Group - (01.03.2018 / 19.11.2018)

Lead iOS Developer, large distributed team, developing a new product from scratch at the start of the year, delivered to the entire UK student (NUS) audience in September 2018.

Swift, TDD, BDD, Clean Code, Architecture, Continuous Integration, Jenkins, Fastlane, Business Intelligence, Geckoboard, Agile, JIRA.

<http://www.totum.com>

<http://www.arrkgroup.com>

Lead iOS Engineer - Hidden Creative - (17.01.2018 / 28.02.2018)

Short term freelance for a repeat customer. Rescue of a fledgling iOS educational application project and shipment to the app store. Swift, implementing design patterns and test coverage, Firebase, Continuous Integration setup, automated enterprise and app store deployments, Agile, JIRA.

<http://www.hiddenltd.com>

Consultancy - Emis Health - (03.01.2018 / 16.01.2018)

Code reviews, training and solution architecture guidance.

<https://www.emishealth.com/home>

Lead Engineer - Global Eagle Entertainment - (04.2015 / 11.2017)

Inflight Entertainment product development, problem solving, iOS, Swift, Objective-C, SDK development, UX, API design, documentation, consulting, training, continuous delivery/integration, DevOps, video streaming.

<http://www.geemedia.com>

Lead iOS Engineer - Fatsoma - (07.2013 / 05.2014) + (08.2014 / 04.2015)

A ticketing startup with multiple mobile products that needed building out and consultancy.

<http://www.fatsoma.com>

Lead iOS Engineer - Degree53 - (05.2014 / 08.2014)

Creation of an app/platform t-shirt design and print t-shirts within a tight deadline.

<http://www.degree53.com>

Lead iOS Engineer - Hidden Creative - (03.2013 / 07.2013)

iPhone/iPad development, problem solving, mentoring, product updates and support.
iOS/Objective-C/HTML/CSS/JavaScript

<http://www.hiddenltd.com>

iOS Consultant - Mosquito Digital - (01.2013 / 03.2013)

iOS developer, augmented reality, problem solving, mentoring, product updates and support.
iOS/Objective-C/HTML/CSS/JavaScript

<http://www.mosquitodigital.co.uk>

Lead iOS Engineer - Appshen - (08.2012 / 01.2013)

Development of a high profile app for the ICC Cricket competition within a tight deadline.

<http://www.appshen.com>

Consultant - Formula One Management - (04.2012 / 08.2012)

iOS Application consultancy and prototyping.

<http://www.formula1.com>

Experience

Freelance Developer/Consultant - (05.2009 / Present)

Skills: iPhone & iPad Development, iOS, Swift, Objective-C, Core Data, Auto Layout, Interface Builder, Web Services, HTML5, CSS, JavaScript, DOM, JSON/XML, Ruby, Sinatra, Rails, Python, Jekyll, Git, Bash, TDD, BDD, Accessibility, CI, Agile, Kanban, OOP, Dependency Injection, Clean Code, UX, UI Automation, product ownership and development, DevOps, Solution Architecture.

Clients: Global Eagle Entertainment, Formula 1 Management, Fatsoma, British Mountaineering Council, The Telegraph, Channel 4, Dundee Wealth, Degree53.

Agencies: Hidden Creative, Delineo, Appshen, Somewhat, Amaze, Monterosa, Finch, JWT, Lightmaker, Mosquito, Code Computerlove.

Lightmaker Ltd/Great Fridays Ltd, Manchester - (03.2008 / 05.2009)

Role: Lead Technical Designer

Skills: User Experience/Interface design, Information Architecture, HTML, CSS, JavaScript, jQuery, .NET integration, Ruby On Rails. Web sites and application development; high profile brands, tech start-ups and in-house projects.

Projects: Mr & Mrs Smith, Lewis Hamilton, Habitat, Carrier, Vital Services.

Code Computerlove Limited, Manchester - (09.2007 / 03.2008)

Role: User Experience Engineer

Skills: HTML, CSS, JavaScript, JavaScript APIs, .NET integration.

Developing websites and components from creative, working with teams large and small, tight deadlines, big brands and innovative solution development.

Projects: HMV, Epson, NUS, Original Source.

The Creative Branch - (09.2006 / 09.2007)

Role: Lead Web Developer

Skills: HTML, CSS, JavaScript, JavaScript APIs, PHP, .NET.

Working closely with designers to develop web sites, developing Content Management Systems and custom integration systems.

Capular Limited, Sellafield - (06.2006 / 09.2006)

Role: Graduate Nuclear Software Engineer

Skills: 3DsMax application prototyping, Oracle Forms, SQL, Web development.

Education

University of Plymouth - (09.2002 / 06.2006)

Multimedia Production & Technology: BSc(Hons) 2:1

Modules: Web Design & Development (HTML, CSS, JavaScript, PHP, ASP, Flash, XML), Relational Databases, Object Oriented Programming (Delphi), Application Prototyping, Video Production/Editing, 3D (3DsMax), Satellite Communications, Multimedia Signal Processing, Encryption, Security, Data Protection.

Projects: Designing and developing a 3D virtual reality experience, AutoCad, 3DsMax and Director. Integrating a virtual reality headset sourced from Germany and writing a virtual reality passenger plane anti-terrorism training simulation. Developing a full ecommerce store solution, launching it with live products, engineering it to the top of Google for a target market and generating sales, a real business.

Web Development Training, University of Manchester - (01.2002 / 09.2002)

Skills: HTML, CSS, JavaScript, PHP, ASP, Flash ActionScript, Adobe Suite.

Full time commercial training, developing and deploying web systems for live clients, learning the craft from industry professionals. Youngest individual to complete the course at the time.

2000 – 2001, Bury College

AS Level Business Studies

AS Level Computing

1996 – 2000, Woodhey High School, GCSEs - (Grade)

4 (A), 5 (B), Math (B), English Literature (A), Woodwork (A), IT (A)

Derek Varnom Award for IT Excellence

Personal Details

Contact

hello@mayker.co.uk

Age: 39

Nationality: British

Passport: British, available to travel.

Base: Hale, Cheshire, England.

Full UK Driving License

Website

<https://www.mayker.co.uk>

Personal Projects

<https://github.com/robinhayward>

<https://visionosdeveloper.com>

<https://prospect.mayker.co.uk>

<https://skinny.green>

Other Interests

- Great outdoors, camping, cycling
- Industry/developer conferences
- Emerging technologies
- Property/Renovations
- Business/Start ups
- visionOS/iOS
- Music