Allan Weir

Senior Swift Developer &
Interaction Engineer

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Profile

I'm a specialist swift developer with a creative leaning towards interaction engineering. I took my first industry role in 2008, dedicating my time to iOS development since 2011 - delivering visually engaging products across device sizes ever since. Applications I've launched span a range of sectors, including VR for a charity, music rhythm game for a popular child's TV show and bespoke digital magazines for international fashion houses.

Employment History

Freelance – Senior Swift Developer *(2009 – Now)*

- Leading the app development and iteration for nature and health start-up Go Jauntly.
- Starting projects from scratch and defining the app architecture to build upon in future.
- Publishing and testing mobile applications through the App Store, iTunes Connect & TestFlight.
- Working with agencies such as AllofUs, Furthermore & Smile Machine.
- Using frameworks ranging from SpriteKit, CoreData & AVFoundation to third party ones like AudioKit, GPUImage, Realm & Alamofire.

AllofUs – Senior Swift Developer *(2014 – 2017)*

- Led the engineering and technology choices of commercial iPhone and iPad applications.
- Worked on site with corporate clients providing technical guidance for their digital strategy and helped their teams prototype interaction engineering practices.
- Iteratively developed prototypes alongside the user experience team for use in final products.
- Worked within both Scrum and Kanban agile methods to deliver MVP's for clients

Great Fridays - Design Engineer *(2008 – 2013)*

- Led the development of high-performance, multi-threaded mobile applications for broad ranging clients.
- Shared and communicated ideas amongst the development team as well as other teams and stakeholders within the company.
- Made decisions on the best technologies to use based on the project and end goals.
- Produced a cross platform animation based visual instant messenger using Adobe AIR.

Skills

- Swift / Objective C / iOS
- Games / SpriteKit
- AudioKit
- CoreData / Realm
- Git / GitHub
- Agile
- VR
- Adobe Creative Cloud / Sketch

Education

BA (Hons) Interactive Multimedia (First Class)
University of Huddersfield - 2010

3 A-Levels (Sport Studies, Biology, Classics)
Durham Sixth Form Centre - 2006

Accolades

App Store 'Today' Feature
Go Jauntly - 2017

App Store 'Best Apps of 2011'
GUCCI Style

App Store 'App of the Week' x 2
GUCCI Style, POST Gravity

App Store 'New and Noteworthy' x 5
Go Jauntly, Stella McCartney, Gabble, POST Matter, POST Pavilion

FWA Mobile App of the Day
POST Gravity

Outside of Work

Aside from development I'm particularly interested in music and playing with live production tools. I have an innate interest in technology and playing with new gadgets. I love being outdoors and I'm continuing to learn Spanish after travelling around South America in 2017.