

# KEVIN JAMES HUNT

## SUMMARY OF QUALIFICATIONS

Highly attentive, creative, and motivated iOS, tvOS, and Java developer with a wealth of knowledge, skills, and leadership experience in a variety of roles, fields, and industries. An inspiring and effective natural leader specializing in software library design, development, and validation, particularly in the mobile and tv-platform development field. Noted for being extremely friendly and personable with a proven history of working successfully in direct, client-facing roles.

## ACHIEVEMENTS AND AWARDS

- Ryerson University Dean's List/Honor Roll
- Ryerson University In-Program Scholarship
- Federation of Canadian Chinese Professionals Computer Science Entrance Award

## INDEPENDENT PROJECTS

### Digital Glasses to Restore Sight to the Nearly Blind

April 2016

An iPhone/iPod Touch app and companion app for the Pebble Watch (and Apple Watch coming soon) that works with a Google Cardboard headset to digitally enhance the sight of people who are visually impaired using augmented reality. The total cost of which was about \$400. The project has since included support for a more affordable Bluetooth remote instead of a Pebble, reducing the total price to just over \$300. The custom software will allow users to adjust brightness, contrast, saturation, and zoom from the iPhone/iPods camera using the watch/remote as a control. These features can greatly improve what a person with severe visually disabilities is able to see at a fraction of the cost of eSight headsets, which retail for approximately \$15,000.00 USD.

*Technologies used: Objective C, C, Pebble Watch SDK*

### Near-space Balloon Launch to 100,000 ft

January 2011 – November 2011

*Project Partner: Oksana Salamaszek*

Using high-altitude atmospheric balloon capable of reaching the stratosphere, we captured HD footage of the curvature of the earth with the blackness of space behind it from over 100,000 feet using an HD Hero Pro Camera. Using two custom iPhone applications and a modified CUSF Landing Predictor, we were able to predict the flight path of the balloon using up-to-date weather conditions and track it's location as it travelled. The application on my iPhone 3G in the balloon was used to transmit it's location to our server, which displayed it on a live map on the web, as well as being retrieved in real-time by the app on my iPhone 4.

*Technologies used: Objective C, C++, PHP, AJAX, JSON, HTML, JavaScript,, XML, CSS, MySQL, Xcode, Cocoa Touch, Python*

## EXPERIENCE

### Senior Tech Specialist

May 2016 – Present

AT&T

- Coordinate with team leads for multiple platforms to produce parallel software packages to facilitate delivery of live and on-demand streaming video content.
- Work directly with client developers, QA, and managers around the world in hands-on and remote sessions to integrate software libraries, capture new requirements, assist in troubleshooting, and provide extensive knowledge transfers.
- Implement Apple Fairplay to decrypt DRM-protected media on both iOS and Apple TV.
- Train new developers and QA personnel on setup and usage of development/testing tools, best practices, and product behaviour.
- Produce detailed documentation for both external clients and internal developers.
- Work nights and weekends to develop numerous proof-of-concept applications using Swift and TVML for Apple TV within extremely tight deadlines for sales teams to use in winning client contracts.

## SKILLS

Apple xCode  
iOS, tvOS, watchOS SDKs  
Eclipse IDE  
Pebble Watch SDK

Objective C  
Swift  
Java  
AJAX  
JavaBeans  
Struts  
Hibernate  
HTML/XHTML  
XML  
CSS  
PHP  
JavaScript  
jQuery  
C  
C++  
Visual Basic  
VB .net  
VBScript  
JUnit  
XCTest  
OpenGL

IBM DB2  
MySQL  
MS SQL Server

UML  
Git/GitHub  
SVN  
Jenkins/Maven  
Charles Proxy  
cPanel  
WebSphere Application Server  
Visual Studio .NET  
MS Office Suite  
Adobe Photoshop  
Lotus Notes  
Rational Rose  
Adobe Premiere

Wordpress  
DotNetNuke  
Joomla

Windows OS  
Mac OSX  
UNIX/Linux/AIX  
OS/400



**iOS Development Lead**

March 2012 – May 2016

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*Quickplay Media Inc. (now acquired by AT&T)*

- Plan and implement custom iOS libraries and APIs to match client requirements for DRM-protected media delivery on multiple mobile platforms.
- Lead iOS development team to implement new features, fix bugs, and optimize speed of consumption for video content software for large organizations.
- Expand existing applications to conform to industry standards, including FCC-mandated addition of closed captioning on live and pre-recorded streaming and downloadable video content for mobile and tablet applications for major North American television providers.
- Extend source code and build server to allow custom builds for specific configurations required by testing team.
- Prepare and submit enterprise builds and software packages to clients for review and submission to Apple Store

*Technologies used: Objective C, C++, JavaScript, JAVA, JSON, HTML, XML, CSS, MySQL, Xcode, Cocoa Touch, DRM*

**Platform Engineer**

October 2010 – February 2012

*Grapple Mobile Ltd.*

- Lead design, documentation, development, and optimization of new features and technologies of in-house platform for simultaneous, language-independent production of applications for iPhone, Android, Blackberry, J2ME, Nokia, and all related tablet devices.
- Utilize client requirements to plan and implement custom software and APIs for exchange of multimedia, location, social networking, and secure financial information.
- Ensure UI and back-end technologies conform to Apple and industry standards
- Prepare and submit deliverables for respective app stores.

*Technologies used: Objective C, C++, Javascript, JAVA, JSON, HTML, XML, CSS, PHP, MySQL, Xcode, Eclipse, Cocoa Touch, Three20, Facebook and Twitter APIs.*

**Platform Developer**

May 2010 – October 2010

*Wayfind Media Inc.*

- Recruit, train, and manage team of developers and testers. Design, document, develop, test, optimize, and release complex web services-enabled applications for iPhone and iPod Touch to display photos, videos, music, and utilize GPS.
- Gather client requirements, plan and implement multi-tier applications using SOAP standards to deliver data to and from mobile devices.
- Ensure UI and back-end technologies conform to Apple and industry standards.
- Design, develop, and deploy news/support websites corresponding to iPhone applications

*Technologies used: Objective C, JSON, XHTML, XML, CSS, PHP, MySQL, Xcode, Cocoa, Three20*

**Software Developer – Global Business Services**

May 2008 - April 2010

*IBM Canada Ltd.*

- Utilize agile software development methodologies to analyze, plan, design, develop, test, and deliver incremental solutions to functional and non-functional client requirements.
- Java (J2EE) development completely rebuilding extensive client-server web application. Included WebSphere server configuration, DB2 database design, SQL statements, building server and client-side user interfaces.
- Restructured reporting application used throughout entire company in order to reduce processing time by 45% and accommodate increasing data loads.
- Redesigned, prototyped, validated, and developed new web-based interface of reporting application to meet new user needs and increase efficiency of repeated tasks.
- Execute manual and automated testing to ensure applications and interfaces adhere to client requirements as well as industry and corporate design standards.

*Technologies used: Java (J2EE), struts, hibernate, JavaBeans, AJAX, JavaScript, XHTML, XML, CSS, C, SQL (DB2), Shell Scripting, JUnit, WebSphere, Eclipse.*

**EDUCATION****Ryerson University**

2008

*Toronto, Ontario*

- B.Sc., Computer Science
- Studies focused on application development, IT project management, interface design, 3D