

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 apps for the Apple Watch and Pebble Watch 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 \$450. The project has since included support for a more affordable Bluetooth remote instead of a watch, 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 \$10,000.00 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.
- Integrate advertising SDKs, including Yospace and Freewheel, into software frameworks and coordinate with client development teams on app-specific integration.
- 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.

Technologies used: Swift, Objective C, TVML, C++, JAVA, JSON, MySQL, Xcode, Cocoa Touch

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
Adobe After Effects
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

Quickplay Media Inc. (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.
- Work nights and weekends to rapidly 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.
- Expand software to conform to industry standards, including FCC-mandated addition of closed captioning of all media content for major North American television providers.
- 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++, Javscript, 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 graphics and physics, artificial intelligence, and robotics. Designed and developed functional prototypes for numerous web-based and desktop applications.