

KEVIN JAMES HUNT

Professional Summary

Accomplished Senior iOS Engineer with expertise in Swift, Kotlin, GraphQL, video editing, and cybersecurity. Proven track record in developing innovative iOS and tvOS applications and frameworks. Strong leadership skills with a focus on software library design, development, and validation across various industries. Adaptable and dedicated to continuous learning and staying on top of emerging technology.

WORK EXPERIENCE

Senior iOS Engineer | Meltwater

May 2023 - May 2024 | Hybrid, Toronto, Ontario

- Designed and delivered a functional prototype merging iOS and Android GraphQL implementation into a shared Kotlin module.
- Identified numerous security risks and developed Swift-based solutions for Objective-C legacy apps.
- Trained new developers and QA personnel on development/testing tools, best practices, and product behavior.
- Collaborated with QA to extend the automated testing suite and continuous integration using CircleCI.

Senior iOS Engineer | VICE Media

Jan 2019 - May 2023 | Toronto, Canada

- Delivered new in-house video capture and content creation tools for iOS using SwiftUI and Kotlin.
- Developed new video editing features, such as picture-in-picture capture, color and text animation, and live brand editing.
- Reduced feature development time by 30% by creating reusable feature frameworks for iOS and tvOS applications.
- Delivered live video feeds for VICELAND Live show on iOS and tvOS under a tight 2-month deadline.
- Integrated automated testing with continuous integration using CircleCI and ported to GitHub Actions.
- Integrated advertising, DRM security SDKs, and advanced networking SDKs.

- Ensured compliance with CCPA and GDPR privacy consent restrictions.

Senior Tech Specialist | AT&T

May 2016 - Jan 2019 | Toronto, Canada

- Coordinated with multiple platform leads to develop software packages for live and on-demand streaming video content.
- Integrated frameworks and plugins into DirecTV Now iOS and tvOS apps for over 19 million subscribers.
- Captured requirements, troubleshoot issues, and provided knowledge transfers for iOS and tvOS video delivery frameworks.
- Implemented Apple Fairplay for DRM-protected media decryption on iOS and Apple TV.
- Trained new developers and QA personnel on development/testing tools and best practices.
- Produced detailed documentation for external clients and internal developers.

iOS Development Lead | QuickPlay Media (now AT&T)

Mar 2012 - May 2016 | Toronto, Canada

- Designed and developed custom iOS libraries and APIs for DRM-protected media delivery for iOS and Apple TV.
- Collaborated with Rogers, Fido, Bell, and AT&T devs and managers to integrate libraries into multiple streaming apps.
- Developed proof-of-concept applications using Swift and TVML for Apple TV under tight deadlines.
- Successfully delivered custom tvOS video streaming demo app to support sales teams in winning acquisition by AT&T.
- Led the iOS development team in implementing new features, bug fixes, and optimizing video content consumption.
- Overhauled streaming software to comply with industry standards, including FCC-mandated closed captioning.

SKILLS

- Swift, SwiftUI, Objective-C, Kotlin, GraphQL
- Video Editing, Cybersecurity, DRM Encryption
- Agile Project Management
- Software Library Design and Development

- Continuous Integration and Automated Testing
 - User Experience and Interface Design
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TECHNICAL PROFICIENCY

- Xcode, CircleCI, GitHub Actions
- Social Media APIs (Facebook, Twitter, Instagram, TikTok, LinkedIn)
- Python, Firebase, Segment