KEVIN JAMES HUNT

Senior iOS Developer - 16 Years Experience

Experienced Senior iOS Developer with a strong background in video streaming, photo and video editing, and framework development for iOS and tvOS platforms. Proficient in software library design, development, and validation across various industries, with a focus on mobile video capture/editing, Augmented Reality, and TV platforms. Strong leadership skills and a proven track record of delivering successful projects in enterprise and client-facing roles.

PROFESSIONAL EXPERIENCE

MELTWATER
Senior iOS Engineer   **MAY 2023 - May 2024**

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

Technologies: Swift 4, Kotlin, Android, Objective-C, GraphQL, Social Media APIs (Facebook, Twitter, Instagram, TikTok LinkedIn), PromiseKit, Python, Firebase, Segment, openAI, chatGPT, Microsoft Copilot

VICE MEDIA INC.
Senior iOS Engineer   **JAN 2019 - Apr 2023**

- Successfully delivered new in-house video capture and content creation tool 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 extremely tight 2-month deadline.
- Integrated advertising, DRM security SDKs, and advanced networking SDKs.
- Ensured compliance with CCPA and GDPR privacy consent restrictions.
- Spearheaded modularization of features and fixes from Swift to be backwards compatible with Objective-C legacy apps.

Technologies: SwiftUI, Swift 4, Kotlin, Android, Objective-C, TVML, GraphQL, AVFoundation, PromiseKit, Python, DRM, CCPA/GDPR

AT&T
Senior Tech Specialist   **MAY 2016 – DEC 2018**

- Coordinated with multiple platform leads to develop software packages for live and on-demand streaming video content.
- Spearheaded integration of frameworks and plugins into DirectTV Now iOS and tvOS apps for over 19 million subscribers.
- Capture requirements, troubleshoot issues, and provide knowledge transfers for iOS and tvOS video delivery frameworks.
- Successfully integrated advertising SDKs, such as Yospace and Freewheel, into software frameworks.
- Implemented Apple Fairplay for DRM-protected media decryption on iOS and Apple TV.
- Trained new developers and QA personnel on development/testing tools, best practices, and product behavior.
- Produced detailed documentation for external clients and internal developers.

Technologies: Swift, Objective-C, TVML, C++, Java, JSON, MySQL, Xcode, AVFoundation, DRM, HLS live streaming

QUICKPLAY MEDIA INC. (ACQUIRED BY AT&T)
iOS Development Lead   **MAR 2012 – MAY 2016**

- 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.
- Rapidly 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 steaming software to comply with industry standards, including FCC-mandated closed captioning.
- Prepared and submitted enterprise builds and software packages to clients for review and Apple Store submission.

Technologies: iOS, tvOS, TVML, Objective-C, C++, JavaScript, Java, JSON, HTML, XML, CSS, MySQL, Xcode, DRM, HLS

GRAPPLE MOBILE LTD.
Platform Engineer   **OCT 2010 – FEB 2012**

• Led the design, development, and optimization of an in-house platform for language-independent app development.

• Deployed platform releases, hotfixes, and updates for multi-platform mobile app integrated development environment.

• Developed custom software and APIs for multimedia, location, social networking, and secure financial information.

• Prepared and submitted app store deliverables, in-house distributions, and client-facing releases.

Technologies: Objective-C, C++, JavaScript, Java, JSON, HTML, XML, CSS, PHP, MySQL, Xcode, Eclipse, Cocoa Touch, Three20, Facebook, and Twitter APIs

WAYFIND MEDIA INC.
Platform Developer   **MAY 2010 – OCT 2010**

• Recruited, trained, and managed a team of developers and testers.

• Designed, developed, and optimized complex web services-enabled iPhone and iPod Touch applications

• Delivered App Store applications showcasing multimedia content and GPS functionality.

• Implemented multi-tier applications using SOAP standards for data exchange with mobile devices.

• Developed and deployed news/support websites corresponding to iPhone applications.

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

IBM CANADA LTD.
Software Developer – Global Business Services   **MAY 2008 - APR 2010**

• Rebuilt extensive client-server web application using Java (J2EE), including WebSphere server configuration,

• Integrated DB2 database design, SQL statements, UI development, and manual/automated testing.

• Restructured reporting application to reduce processing time by 45% and accommodate increasing data loads.

• Redesigned, prototyped, and developed a web-based interface for the reporting application to improve user efficiency.

Technologies: Java (J2EE), Struts, Hibernate, JavaBeans, AJAX, JavaScript, XHTML, XML, CSS, C, SQL (DB2), JUnit, WebSphere, Eclipse

PROJECTS

COLLECTIBLES NFT MARKETPLACE & SOCIAL PLATFORM   **FEB 2022**

Developed an iOS app for digitizing collectibles, enabling users to automatically remove photo backgrounds and mint items as NFTs for a built-in marketplace. The app fostered a social community through a feed for sharing, liking, and commenting on collectibles. Integrated cutting-edge image processing, NFT technology, and social networking features for a seamless buying, selling, and sharing experience.

Technologies: iOS, SwiftUI, Machine Learning, AVFoundation, Ethereum, blockchain

DIGITAL GLASSES FOR THE VISUALLY IMPAIRED   **DEC 2015 - APR 2016**

Developed iPhone/iPod Touch app with companion apps for Apple Watch and Pebble Watch to enhance vision for visually impaired individuals using augmented reality. Adjusted brightness, contrast, saturation, and zoom via watch or Bluetooth remote. Later, updated the project for a cost-effective Bluetooth remote, reducing overall cost to under $300.

Technologies: iOS, Apple Watch, Swift, Objective-C, AVFoundation, C, Pebble Watch SDK

NEAR-SPACE BALLOON LAUNCH TO 100,000 FT   **JAN 2011 – NOV 2011**

Executed a high-altitude atmospheric balloon project, capturing HD footage of the Earth's curvature and space from 100,000ft using an HD Hero Pro Camera. Developed two custom iPhone applications and modified a CUSF Landing Predictor for accurate flight path prediction and real-time tracking.

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

EDUCATION

RYERSON UNIVERSITY   **Toronto, ON, Canada**
Bachelor of Science B.Sc., Computer Science

Focused on application development, IT project management, interface design, 3D graphics, artificial intelligence, and robotics. Designed and developed functional prototypes for various web-based and desktop applications.

ACHIEVEMENTS AND AWARDS

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

SKILLS

OpenAI • ChatGPT • Microsoft Copilot • MidJourney • DALL-E • Apple xCode • Android Studio • Kotlin Multiplatform • Eclipse IDE • Objective C • Swift • SwiftUI • Java • PromiseKit • AlamoFire • Apollo • XCTest • Quick/Nimble • C • C++ • AJAX • PHP • Python • JavaScript • HTML/CSS/JavaScript • iOS • tvOS • watchOS • UIKit • AVFoundation • Core ML • Core Animation • Core Data • Core Location • Core Graphics • CloudKit • GraphQL • MySQL • Git • GitHub • GitHub Actions • TestFlight • AppCenter • SVN • CircleCi • Jenkins/Maven