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# NICHOLAS PERKINS

DEVELOPMENT MANAGER / iOS ENGINEER

## WORK EXPERIENCE HIGHLIGHTS

### CODESMITH DEVELOPMENT, LLC - Dev. Manager / Lead iOS Engineer JUL 2021 - PRESENT

Collaborating and communicating with our 25+ member team of Software Engineers (US and Abroad), UI/UX designers, Project Managers, and Business Analysts, as well as our awesome clients to deliver software solutions in an agile environment. Considering the product(s) being built as part of an ecosystem of development, testing, and determining what deployment tools and processes need to be in place to meet deadlines for clients and that produces an effective product for our clients.

### ALOFT - iOS Engineer / Head of Mobile Engineering / Consultant OCT 2018 - NOV 2021

Working on an Agile team developing three award-winning iOS applications. Aloft (Free), Air Control (Enterprise Customer Application) and B4UFLY (FAA's app for drone pilots). All three apps are written primarily in Swift and either SwiftUI/UIKit utilizing the Mapbox SDK, DJI SDK, Combine Framework, Realm database as well as CouchbaseDB Lite database. In January of 2020 was promoted to lead the mobile team. I supervised four mobile developers, led team meetings, planned our tickets and work ahead, got my Part-107 certification and tested both the Android and iOS apps before release as well as coordinated our company roadmap with the product and design teams. I am heavily involved in feature design and development of all three products while also leading the mobile team. In July 2021 I left the company but stayed on as a consultant for various apps and FAA work.

### PRECISIONHAWK - Mobile Application Developer JUN 2017 - APR 2018

Key developer for the PrecisionFlight iOS app that utilized DJI commercial and enterprise drones (Matrice 100/200/600, Mavic Pro and Phantoms) to capture aerial imagery data using built-in and advanced interchangeable sensors (Visual, Thermal, Multi-spectral). Crucial in implementing pivotal legacy code changes to Swift 4, developing new features, improving the quality and performance of the application for our customers, automating release and testing of the app to the App Store and HockeyApp using Jenkins, as well as putting in place important security changes to protect and obfuscate data. Actively involved in QA for the app both in the office and in the field as well as helping develop a better marketing presence on the new Apple App Store along with delivering UI/UX designs and ideas to make the app a better experience for our customers. Worked on an Agile/Scrum team using Jira and Git. Experience with DJI SDK, Core Data, MapKit, iCloud, GCD, MVC, MWM as well as dependency libraries such as Alamofire, Mapbox, AWS, Fabric, and Mixpanel into the project.

### THE IRON YARD - Mobile Engineering Student APR - JUN 2016

During the 12-week intensive training I learned Swift, Objective-C, Git, MVC, iOS SDK, TDD, how to utilize RESTful APIs, Firebase, JSON, and CocoaPods in my various projects. I also had plenty of experience coding on a team. I made and debugged several iOS apps and my final project, Food Genie, an app that helps people decide where to go eat based on their current location and the Yelp v2 API, was awarded high honors in the program.

## EDUCATION

**THE COLLEGE AT SOUTHEASTERN**  
BIBLICAL STUDIES, HISTORY, AND SECONDARY EDUCATION, B.A.  
WAKE FOREST, NORTH CAROLINA

**PIEDMONT COMMUNITY COLLEGE**  
INFORMATION SYSTEMS, A.A.S  
ROXBORO, NORTH CAROLINA



I'm an iOS Engineer and devoted Apple fanboy with over 23 years of software development experience, that has a penchant for user-friendly design and efficient Swift code. I am passionate about problem-solving that greatly impacts people's lives, and learning new languages. When I'm not coding on personal projects I enjoy time with my three kids, watching Duke basketball, coaching, traveling, teaching at my church, and keeping my wife's eyes rolling when I mention the next personal project I want to work on.

## PROGRAMMING LANGUAGES

Swift (6+ years)  
Objective-C (1 year)  
HTML/CSS (10+ years)  
PHP (4 years)

## SKILLS / TOOLS

Xcode (IDE), Git/Github, Cocoapods/SPM, Realm, Core Data, MapKit, AWS Management, Figma, Adobe Design Products

## AWARDS AND ACTIVITIES

**Creator** of the successful iOS app, Food Genie, which was voted top 10 by PhoneDog tech news site, featured on the Twit podcast network and published through Story Rocket, my limited-liability company.

**Presenter** chosen out of two campuses at the TIY Demo Day to share my final project, Food Genie.

**Community Service** through relief work with NC Baptists Men, as well as Bible training at Bethlehem Baptist Church, and with Rise Against Hunger out of Raleigh, NC.