

Robert “Kern” Jackson | Senior iOS Developer

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Experience

Senior iOS Developer

Kerntronics LLC (06/2021 - Present)

- Collaborate with clients such as Envoy and GeoSafe to deliver innovative solutions and push out new features
- Successfully resolve infrastructure issues, track down flaky tests, and significantly speed up testing suites
- Investigate and develop solutions for difficult production bugs impacting important customers and the bottom line

Mobile Developer

American Fidelity (01/2014 – 06/2021)

- Played a key role in designing and writing iOS and Android apps, gradually transitioning from Objective-C and Java to Swift (1 to 5) and Kotlin
- Member of the corporate rebranding team and initiative
- Owned the CI/CD process for iOS and Android, ensuring quality and velocity with tools such as XCTest, fastlane, SwiftLint, Danger, Azure, and Github Actions
- Achieved substantial growth in app ratings and user base
- Regularly collaborated with designers regarding comps, user studies, design systems, and rapid prototypes
- Designed custom controls and components for iOS and Android
- Designed and developed many features such as form builders, provider lookup using Google and Apple Maps, and receipt OCR and autocomplete with Vision
- Member of the DevOps initiative team

Education

Bachelor of Computer Science

University of Central Oklahoma

- Coursework included designing and developing a non-trivial iOS app for a client
- Released an iOS game that achieved some success on the App Store

About

I am a product-focused Apple platforms developer with a proven track record of delivering apps that address complex real-world problems. I have designed and built dynamic custom user interfaces that adhere to Human Interface Guidelines. I have significant experience in all stages of the software development lifecycle from feature discovery, architecture, defining requirements, scoping projects, design iterations, development, and delivery.

As a marathoner and triathlete, I bring the discipline and consistency learned in endurance sports to my work. I am motivated by exploring new territory, whether it's learning a new framework, pattern, language, or tackling new challenges in software development.

Community

- spokaneOS founder & organizer
- Longtime CocoaHeads OKC co-organizer
- Gave many presentations, some of which can be found on Techlahoma's YouTube
- Created an educational YouTube series building a SwiftUI app from scratch and without 3rd party libraries

Skills

- Expert in Human Interface Guidelines, Xcode, Swift, SwiftUI, Objective-C, and UIKit, Cocoa Touch, Instruments, LLDB, CocoaPods, Swift Packages, git, Accessibility, XCTest, and user testing
- Experience with various frameworks and tools including Java, Kotlin, JetPack Compose, .NET, RoR, python, *sql, elixir, phoenix, Blender, Material Design
- Familiarity with CI/CD processes and tools such as fastlane, Azure, Github Actions
- Experience working across teams and with customers
- Effective written and verbal communication