

# Arthur E. Mayes

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## **IOS DEVELOPER**

- Developer for iPad, iPhone, AppleTV, and AppleWatch
- Ten years experience programming in Objective-C and Swift using Xcode
- Contributor to [raywenderlich.com](https://www.raywenderlich.com) (<https://www.raywenderlich.com/388-storyboards-and-codable-podcast-s07-e01>, <https://www.raywenderlich.com/118-mvvm-and-coreml-podcast-s07-e12>)
- Creative problem solver with extensive knowledge of native iOS tools and development practices

## **EXPERIENCE**

**Hyatt/Apex, Chicago, IL**

**August 2019 - November 2019**

**Contract iOS Developer**

Feature implementation, transitioning legacy code to Swift, and coordinating some meetings

**Accenture, Chicago, IL**

**November 2013 - June 2019**

**Mobile Solutions Senior Developer / Manager**

UI/UX Development and rapid deployment expert for Accenture. Conducted five seminars on using autolayout and iOS design principles. Consulted on Agile methodologies for Fortune 500 companies. Managed delivery teams (7+) on three continents, and coordinated efforts to flatten hierarchical structures to foster better communications between teams and client liaisons. Led development for special projects and emergency management of personalized enterprise solutions. Admin on Accenture's Apple Dev account; manager and trainer for client TestFlight accounts. Industries include Oil & Gas, Retail, Cable, Cruise lines, Automotive, and Security.

- UI lead on over 30 apps
- UI Implementation expert and trainer for iOS
- Secured and delivered on 9-figure contract with major travel company
- Part of the team that helped secure the Apple partnership

**Independent Consultant, Chicago, IL**

**July 2013 - November 2013**

**iOS Development**

- Various Projects with the start-up community at 1871

**Yella Rewards, Inc., Chicago, IL**

**April 2013 - June 2013**

**iOS Development Contractor**

- Co-designed and implemented Yella Rewards App in an Agile environment

**Legal, Chicago, IL**

**October 2010 – November 2013**

- LSAT Instructor and Tutor
- The Law Office of Arthur E. Mayes

### **Detail Addendum (Hyatt)**

Hyatt took their code base back from multiple contracting companies, and found themselves fighting spaghetti code— at the same time, management decided to divide portions of the code into “pods”, which would be completely independent. I started a weekly meeting to establish coding best practices, and talk about our approach to “de-spaghettification,” while working on code analysis and feature implementation. Taught their on-campus programmers about Storyboard intricacies, such as freeform view controllers, designing cells in the storyboard, and how to divide and merge storyboards to prevent conflicts.

### **Detail Addendum (Accenture)**

**Pharmaceutical Industry**— Built app from scratch for salesperson training (solo)

**Agricultural Industry**— Built app that used sensor and drone data to display metrics for farmers to track growth, soil hydration, et. al., with real-time data and custom maps (Team of 2)

**Human Resources**— Built app to track availability of internal resources, with custom map for regional searches. Displayed .pdfs and videos. Designed custom slideshow while loading data, rather than using a spinner. (Team of 4)

**Oil Industry**— Built custom tables for data entry and display, with offline capability for workers in the field taking measurements. Persisted using custom data models, then transitioned to Core Data. UI was done programmatically, as client was afraid of “unproven” native tools. (Team of 8)

**Internal**— This is difficult to explain. We set up an internal incubator based out of San Jose, CA, aimed at proving to Apple that we were focused on iOS. This eventually led to a partnership. It was a very fast-paced environment. During this time, I became one of the chief architects, and UI/UX expert for iOS within Accenture. I worked on some larger projects with a team of 12, various smaller projects with teams of 4, and numerous proofs-of-concept and rapid-fire internal apps for CIOs. I worked directly with beacons, internal navigation, watchOS, tvOS, and consulted with external teams on implementing novel UI features. Also led weekend conferences on agile methodology.

**Travel Industry**— Brought in for emergency redesign and rebuild for app, which helped secure a large account. After a short DevOps stint, I was brought back to lead a multinational team. I was lead architect for iOS, and designed the mobile API with a third-party shop. Other duties included sprint planning, hands-on development of complex scenes, and leading weekly meetings between product owners, designers, managers, and the iOS, Android and API teams. Also gave weekly tutorials to team members on iOS development and architecture. (Huge team)