

Selwyn Leeke

604-401-0706

selwyn.leeke@gmail.com

www.selwynleeke.com

601 - 1414 Davie Street
Vancouver
V6G 1V4

- Self-motivated, quick learning mobile developer with an innate thirst for knowledge
- Confident team worker with excellent interpersonal skills and a desire to help others
- Keen interest in cross-platform mobile development

Relevant Skills:

- 8 years' experience with Object oriented programming (C++, C#, Objective C and Java)
- Proven skills in mobile development with apps in Android marketplace and Apple's app store
- Extremely experienced with the Android API and Cocoa for iOS
- Proficient with Xcode, Android Studio, Eclipse, Git and SVN
- Experience mentoring, leading small teams and working remotely in virtual teams
- Knowledge of the full product lifecycle from requirements to delivery
- Current valid work permit

Career History:

Senior Mobile Developer / Team Lead – ForeSee Session Replay

Nov 2012 to Present

Plugin development: Currently leading a small team of remote employees to manage maintenance and development of a market research plugin and session recorder for use in Android and iOS applications. Maximising efficient use of device resources to maintain user experience during CPU-intensive actions.

App development: Working with a small team to update the design and structure of a mobile app which clients use to monitor the results of the research plugin on iOS and Android devices. Initially providing support to a small team, I graduated to a team lead role where I prioritised updates and developed new features, as well as providing the primary source of creative input for design changes. Most recently I have been architecting a fresh cross-platform version of this app from the ground up using Xamarin/C#.

Mobile Apps Developer – Mubaloo Ltd.

Apr. 2011 to Aug. 2012

App development: Headed development for a number of projects for iPad and iPhone, including developing a tool to edit and broadcast presentations, video and HTML content over an ad-hoc network. Responsible for architectural planning, time management, developing network communications, and dividing tasks effectively among small teams.

Major contributions to a number of mobile applications for market leading clients. Developed an extensive skill set over a variety of platforms including iPhone, iPad and Windows Phone.

Mentor: Responsible for integration and training of a new intern and helping him to adjust to a position in the company. Devised training projects to build knowledge of Windows Phone 7 and iOS development environment, establish capabilities, formulate demonstrations and complete real-world apps.

Freelance Developer – Chilworth Technology Ltd.

Apr. 2011 to April 2013

Lead Developer: Developing a commercial lightning sensor interface in C# during my spare time. Solely responsible for designing and developing the GUI as well as the back-end data analysis. Worked as part of a virtual team with members in the US, Canada and the UK.

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Games Programmer – Fluffy Logic Development Ltd.

Dec. 2008 to Apr. 2011

Character Development: Implemented physics and AI for in-game characters in the recent release *EatThem*. Also responsible for programming the behaviour of new characters in a downloadable add-on pack for *Savage Moon* – a successful download game for the Playstation3.

GUI Design: Constructed a large portion of the GUI (graphical user interface) for *EatThem* using supplied artwork and according to design documents. Also extended interface functionality to support touch screen using the new Sony Vita.

Junior Programmer/Analyst – Logica CMG Ltd.

Nov. 2005 to Oct. 2008

GUI Design: Used the C# programming language to design a Graphical User Interface to control a Facial Recognition algorithm.

Support Manager: Responsible for the entire support chain for a government IT system. Handled support calls, analysed complex issues and disseminated solutions and information in a clear and concise manner.

Client Training: Demonstrated set-ups, formulated and presented training programmes, gave product demonstrations and assisted in their familiarisation with various devices.

Technology Scholar – Cambridge Consultants Ltd.

Oct. 2000 to Jul. 2001 (also summers 2002-2004)

Application Programming: Used the C programming language to enhance control of a web-based interface via computer or mobile phone, as well as working in Java3D to display flight data from a small craft as a dynamic 3D model and demonstrating the finished product to clients.

Education:

MEng Electronic Engineering with Communications (2:1) – University of Bristol

Oct 2001-July 2005

University Final Year Project: Used the VHDL hardware description programming language to design a Low-Power, High Speed Graphics Co-Processor.

- Published in IEEE International Symposium on Circuits and Systems (ISCAS) 2006

- Awarded Motorola Prize for the highest project mark in the class

A-level

Mathematics (A), Physics (A), Design Technology (C)

GCSE

9 GCSEs (A* to B)

Including Maths, Sciences, Art and Design

Other Qualifications/Awards:

NEBS Management course

C++ Training course