

# Jonathan French - 2026

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**Languages:** Swift, SwiftUI, Objective C, C#

**Technologies:** iOS development (native Swift / UIKit / SwiftUI / Objective C and Xamarin C#), Web Services (RESTful, SOAP), JSON, MVVM, VIPER, COMBINE, Package Manager, AI

**Operating Systems:** iOS, Windows, OSX, Linux

**Databases:** MySQL, Mongo, SQL Server, CoreData

**Methodologies:** Agile (Scrum), Waterfall, TDD

**Related Technologies:** SQL, XML, GIT source control, Unit Testing, UI Testing, Apple App store submission, Continuous Integration (CI/CD).

**Git:** <https://github.com/JonoFrench> - A collection of independent and sample scratch pad projects for iOS and tvOS in Swift, SwiftUI and Objective C.

**Web Site:**

<https://jonofrench.github.io>

**Showcase:** A YouTube Video showcasing some of the more fun projects I've done in SwiftUI and UIKit recently.

<https://youtu.be/w5y4sgXxHiw>

**Apple App Store:**

<https://apps.apple.com/gb/developer/jonathan-french/id1496794000>

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## Freelance iOS Developer 2024 - Present

Since finishing my last role I had the misfortune to catch Covid, which then turned into long covid and left me out of action for some time. During the recovery process I've been working as a freelance developer on some entertainment titles for iOS in Swift/SwiftUI and UIKit which are on the app store.. Also working closely with AI tools and ChatGPT and seeing how they can be applied to the development process. I've found it especially interesting and useful in creating unit tests and working with the development process for Swift projects. See above App Store link for my current releases.

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## UBB Bank/Infosys - Senior iOS Developer - 2020 - 2024

Working through the global IT consultancy INFOSYS I joined a multi-disciplined Agile team to work on the iOS mobile banking application for UBB bank, part of the KBC group based in Sofia, Bulgaria.

As the lead developer I was tasked with working closely with an offshore team based in India, together with onshore UI/UX, business analysts, backend development, scrum and product owner team.

The application was a mixture of legacy code written in Objective C with new features and a complete overhaul of the UX/UI being developed in Swift, together with bug fixing and improving the legacy ObjC codebase and moving the backend integration to a RESTful based service. We successfully implemented many new features including 3D Secure, Apple Pay, Multi-banking and integrating many of the bank's other products such as loans, insurance etc into the application, whilst improving the applications overall look and feel. We also worked closely with our QA and

product owner team in facilitating builds and release management via firebase. As an Agile team working on two week sprints we used JIRA and Confluence for managing features, bugs and handling the backlog etc and Slack for team communication. Together with the full Agile framework of daily stand up, Sprint planning, retrospectives and review. The codebase was managed through GitHub and I also helped and mentored the offshore team and contributed to code reviews and refinement planning of new features.

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## Indy - iOS Developer - 2017 - 2019

Working remotely and travelling as an independent developer. I've produced a number of Swift Frameworks for UIKit based iOS and tvOS games, together with graphic design tools that export Swift code directly to be included in an Xcode project,. Experience of App Store Connect submission. Core Data, deep understanding of UI Frameworks, multithreading and storyboard layouts and constraints based design. These are all pure UIKit apps.

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## Pulselive - iOS Developer - 2017

Pulselive are part of the Sony Corporation and produce digital products used by sports fans and governing bodies worldwide. I joined them to assist on some of their iOS applications and in particular an enterprise iPad application for the ICC (International Cricket Council) to be used by the match manager at major cricket competitions. The app allows team captains to select their squad and batting order and digitally sign their team sheet. Once both sides have completed this, the match manager can also select the result of the toss and then submit the team sheets to the media outlets before play commences. The app was developed in Swift 3 and communicates with a restful web service and was initially used for the Champions Trophy and the Women's world cup. I also worked on a number of other projects, mainly bug fixing and upgrading application code to latest Swift syntax.

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## AS&K Ltd - iOS Developer - 2016 - 2017

AS&K are a digital communications agency specialising in the medical field. I joined them to produce an interactive training tool for a major pharmaceutical company to assist with the training and knowledge of the use of specific drugs that they produce. This is an enterprise app developed in Xamarin C# for both iPhone and iPad and uses the idea of gamification to facilitate learning. I have been responsible for building the UI of the app, which has single and multiplayer modes, chat and friend functionality. There are different modes, Classic which has a spinning wheel to select a random category, Category for uses who wish to concentrate on a particular area and a Timed mode where players try and answer as many questions in a set time. Games are a mixture of multiple-choice questions, labelling an image, and dragging and dropping answers into a sentence. Progress is measured as the user learns and they are awarded virtual badges as they use the app. There is also the ability to play against friends as well as chat and see their position on a leader board. The app relies heavily on core animation and UIKit and custom components that I have developed.

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## SportLobster Ltd - iOS Developer - 2014 - 2016

I joined Sportlobster, a tech start-up specialising in Sports social media, when it was completing its Series A funding with 10 employees to help develop its iPhone app. During my time there we had outgrown 2 offices and grown to 60. As a senior iOS developer my main function was to work closely with the CTO, backend and design team to implement the initial release of the app. This reached #1 in the free downloads in the sports section of the app store and had over a million registered users. As the business evolved, we updated and released a number of updates, introducing Agile methodologies, and as the team grew, helping newer members of staff. I also worked closely with the backend team on live data feeds from 3<sup>rd</sup> party suppliers to implement real time scoring and other relevant information on the sports we covered, and to also normalise the databases, a combination of MySQL and Mongo. The app is developed using Objective C using the core frameworks, 3<sup>rd</sup> party libraries using Cocopods and is fully integrated with Facebook and Twitter.

The app is no longer available, but can be seen in this TV advert on YouTube.

[https://www.youtube.com/watch?v=wLF\\_b11oO0k](https://www.youtube.com/watch?v=wLF_b11oO0k)

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## Meditacious - iOS Developer - 2014

I developed a community-based Meditation app called Meditacious for the iPhone. The App, written in Objective C makes use of the full functionality of the iPhone, using Core Data, multithreading, bespoke UI controls, Core Animation, Social media integration, Core graph and communicates with a backend CMS and website using JSON, XML and AFNetworking. The App along with the ability to manage different types of meditation and mantras features a community section where users can post about their achievements, follow each other and send messages. view progress, meditate with others around the world that use the app, set reminders and manage their account.

The app is no longer available.

<http://www.meditacio.us>

<http://itunes.com/apps/meditacious>

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## SBL Ltd - iOS Developer - 2013

Short Bald & Lanky are an independent mobile app development company. I joined them to develop a social media based interactive game called Head Body & Legs. The game is targeted for both the iPhone and iPad. I was responsible for design and development of the game play, application flow and views using Objective C, UIKit, Storyboards, Facebook Graph integration, integration with the games web services, security & cryptography, testing, user registration and user interaction with other players, in game friend requests and interaction with Facebook friends. I also worked on the main game engine using Cocos2D for drawing tools and development of the game play UI. On the server side I designed and developed the Azure based cloud web services using C#. Net and a SQL Azure database, web services are served from a RESTful implementation serialised using JSON mapped directly to objects in the iOS app. Also the use of GIT repository using SourceTree, test planning, testing, deployment to Testflight and documentation. I Also implemented the Facebook Application page and handled administration.

The game is available on iTunes here

<https://itunes.apple.com/gb/app/head-body-legs/id570171539?mt=8>

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## TriSystems Ltd - Senior .Net Developer - 2010 - 2012

TriSystems provide middleware solutions to the insurance industry. I worked with them to design and develop an application to transform insurance claim data feeds from insurers to brokers and vice versa. The implemented solution consisted of a number of SOAP based multithreaded Web Services to receive, transform and send insurance claim data, together with a ASP.Net MVC web-based management application. Technologies used were C# ASP.Net MVC, XML, JSON, XSLT and SQL Server. Working in a small team, closely with the business analyst we used a test driven approach and Agile (Scrum) and TDD methodologies to successfully implement the solution.

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## Pitney Bowes Emtex Software - Senior .Net Developer - 2009 - 2010

Pitney Bowes provides software and hardware and services that integrate physical and digital communications. I worked on their OfficeMail product. OfficeMail allows enterprise desktop users to create and submit customer mail to a centralised print and mail operations or off-site production facility to gain economy-of-scale, quality control, and the ability to track and manage every customer communication. Technologies used were C# ASP.Net MVC, AJAX, SOAP, XML, XSLT and SQL Server 2008 in an TDD Agile environment, a continuous integration server was also used. I worked as a lead developer, mentoring junior staff, within a large team based in the UK and India and a test team in Poland. I was also responsible for building and administering the database. I as part of the team designed and built the web based administration tool for setting up and administering the postal and print production systems, managing throughput and enabling users to manage and report on their postal submissions. OfficeMail has a number of different

pricing structures as to its use and I designed and developed a number of soap based web services to handle billing by use, from a client site to a central accounting server.

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### Tristar Web Development Ltd - Senior .Net Developer - 2008 - 2009

I worked with Tristar to redevelop their in-house Content Management System. Initially written in VB.Net it was starting to show its age and had become unmanageable with the large amount of clients it was hosting. I redesigned and redeveloped the system, converting the code from VB.Net to C# 2008 and ASP.Net 3. Reworked the infrastructure, moving it to an IIS7, Server 2008 platform and moving the database to SQL Server 2005. Using the Telerik Rad Controls for Ajax and Working closely with Tristar's team of designers, I redesigned the frontend functionality to a Web 2.0 capable system, giving users greater flexibility over their content and product management capabilities. I also introduced Agile development methodologies to the company and test environments for both development and client users, an SVN version control system and was also involved in the recruitment process of a permanent development team, ready for the new system to go live at the end of the year. Alongside this I was also responsible for maintaining and supporting the existing and legacy .Net and ASP systems.

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### Head London Ltd - Senior Developer - 2007 - 2008

Head London is a new media design and technical agency. I joined them directly from my previous contract as both companies were working on the same project for Microsoft, to initially continue to support, write USE cases and functional design documentation and continue to develop the Microsoft NHS Resource Centre, a large social networking site for the NHS developed in C# ASP.Net. Following on from this I designed the technical architecture and developed both a CMS system and front end LifeBook application for the charity Age Concern. This was developed using ASP.Net C# OOP/OOD, with extensive use of XML, XSLT and Ajax, to provide the required functionality of an editable, secure online book containing multiple pages in different sections, viewable both online and as a downloadable PDF file which was created from obfuscated data in the SQL database as requested by the end user.

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### 3 Chillies Ltd - Senior Developer - 2007

I worked on a number of projects at 3 Chillies, most notably within the Enterprise Agreement between Microsoft and the NHS, Initially working on a Management Reporting tool, gathering data on the use of NHS web portal and social networking site, I designed and developed a Windows services using C# .Net gathering data from various sources (FTP, XML, Excel and SQL) and populating a SQL 2005 database. Creation of SSIS packages to automate data gathering, TSQL Procedures and Web services in C# .Net as middleware, together with the ASP.Net Web client for displaying and manipulating reports. As part of this I also worked on a Windows Forms application for showing up-to-date information and live feeds of management information, for the team at Microsoft, this was developed using a traditional nTier approach in C# OOP together with Silverlight XAML and JavaScript. Followed this up with the design and development of a Infrastructure Optimisation tool, Integrated within the Microsoft NHS portal, gives IT management an assessment of their NHS Trust IT systems and a roadmap for development. I wrote the Business requirements, functional specification and form wireframes. This was then developed in C#.Net 2.0 with extensive use of XML & XSLT. Database design and programming of stored procedures in SQL Server 2005. I also worked on part of Microsoft MSDN UK web site, extracting RSS feeds of external events to display geospatially on a Virtual Earth Map and building a media player using Silverlight, XAML and JavaScript to enable the viewing of videos of previous events.

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### Previous Employment

Previously I have worked for Legal & General, British Airways, British Gas, Centrica, Thames Water and DEFRA working on large scale PC, client server, legacy and web based systems.