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DDT

Daren David Taylor

My Experience

CV

As an experienced app developer with over 30 years of experience, I pride myself in the range of work I have been able to be a part of, the people I have been able to work with and the projects I have been able to lead.

MY SKILLS

- Flutter Development
- UX/UI Design
- iOS Development
- Android Development
- React Native Development

PERSONAL INTERESTS

- Ironman Triathlon
- Long Distance Swimming
- Endurance Mountain Biking
- Self Build a Race Car
- Analogue synthesisers / Drums

Lead Flutter Developer

Lollipop
Jan 2021 - December 2021

My main role as the Lead Flutter Developer at Lollipop was to build their app from scratch and deploy it within three months, which was achieved with great success. After that we worked on adding additional features, constantly improving and optimising the app. The app itself was built as a shopping system for recipes and groceries that was integrated via API with Sainsbury's and BBC Good Food.

Research and Development iOS / Team Lead

SafeToNet
July 2017 - Present

Working alongside the founders, my time at SafeToNet was spent with many responsibilities. Some of them included building and leading a team, R&D, plus much more. The highlight of my time at the business was spent developing a Keyboard extension that utilises AI to keep children safe.

iOS Developer

Boohoo

Jan 2017 - July 2017

I was hired as a developer at Boohoo to get their product over the finishing line. Working as part of a great team of developers our main focus was in areas such as building out the shopping cart, adding product listing pages, implementing support for push notifications with amazon pinpoint, amongst many other things.

Lead iOS Developer / Firebase / UX

Buddy Reel

2018 - 2020

I was approached by the founders of Buddy Reel, a social video recording app, to develop and project manage the entire process from idea to MVP. The app will then continue to be worked on once the accelerator program ends, later on, this year.

Lead iOS Developer

Helix

June 2016 - December 2016

Helix is a health innovation lab situated onsite at St Marys Hospital, London.

Working closely with an in-house UX team I project managed and built an app to help patients with Asthma during their stay at the hospital.

We used the Lean Startup Methodology, where feedback from clinicians and patients was used to help innovate and create a user-focused app.

Lead iOS Developer

Buddi

Jan 2016 - June 2016

Working alongside Sara Murray (OBE) as well as liaising with the company CTO, we designed and developed two apps, one for diabetics, and one for vulnerable older people. Both apps utilised a Bluetooth wristband that communicated with the app to feedback sensor information and to prompt the user.

Research and Development iOS

Huawei

August 2014 - Jan 2016

In this R&D role, I was responsible for designing and building a suite of apps to facilitate the installation of an indoor location solution that used Bluetooth beacons to estimate the user's position inside a building. Furthermore, watched installation engineers use the app while the solution was being installed at T5 Heathrow, insightful feedback was gained which allowed improvements to be made to the apps.

iOS Developer

Disciple Media

Jan 2014 - August 2014

A greenfield app for artists such as The Rolling Stones and Rudimental was built by myself and one other developer, we worked directly with a UX team from Warner Music Group. During the build, we used strict Test Driven Development and Continuous Integration to help create a very stable product that could react to late changes in design without introducing hard to find bugs.

iOS Developer

NFL

September 2013 - December 2013

The NFL app was in late development when joined the team, I was hired as lead developer to rescue the project which had become disorganised and was at risk of missing the start of the football season. I managed five other iOS developers. Careful considered refactoring and removal of unused code got the codebase into a workable state which formed a solid bedrock on which to build upon.

Lead iOS Developer

Immerse Learning

July 2013 - September 2013

Requiring help to get their VR solution onto the iOS platform I worked with the CTO of the company and one of the Directors.

The app embedded a Unity instance for the VR which was already working, amongst many other smaller jobs I built a messaging client that the users could use to communicate with the teacher and send or receive learning resources while in VR.

Lead iOS Developer

Sparx

June 2013 - July 2013

The founder of Sparx wanted to build an app to help music teachers teach their students more effectively. Working with him to design the UX and build an app that showed musical notation and used autocorrelation to detect musical pitch, this then kept track of where the user was in the score and turned the manuscript pages automatically.

iOS Developer

Hotels.com

December 2012 - June 2013

Myself and 6 other iOS developers and a project manager operated using a traditional scrum team. We all worked on the entire codebase, fixing bugs, etc, but had areas that we coded exclusively, I worked on the menu system for the app and the loyalty scheme as well as the calendar input in the app.

iOS Developer

UBS

October 2012 - December 2012

Working for NICE Agency on this app for UBS was a typical agency role, I worked with a project manager and a UX team, and occasionally the client. I picked up an app that had been coded by a large number of developers over a long period, it had several existing bugs to be fixed as well as new features to be added.

Lead iOS Developer

Supper

July 2012 - October 2012

I was the sole developer in this startup that offers a service that delivers high-quality food to the London area. I worked with the founder here and we designed the UX and architecture together. The app was really interesting as in addition to a shopping app for the customer, there were two other apps, one for the restaurant, and one for the delivery driver.

Lead iOS Developer

Gordon Ramsay App

June 2012

I worked for the agency M&C Satchi on this app, the requirements were clear, to take the existing recipe app and add in-app purchase functionality to buy extra recipe sets. This was a fixed price piece of work that I worked on myself and delivered the finished product.

iOS Developer

Vyclone

April 2012 - June 2012

Ahead of its time, this was a social video app that used footage shot by many phones and stitched them together using audio syncing of the source video, to produce a composite video to be viewed in the app or shared. The existing team of four comprised of highly experienced developers, that were building their first iOS app. Using pair programming we worked together to refactor the app closer to the MVC pattern typically used by apple developers, while also teaching them a myriad of iOS tricks and tips.

Lead iOS Developer

Samsung Olympic Hope Relay App

Jan 2012 - April 2012

Hired by Mobile Interactive Group agency to be the lead on the 2012 Olympic app for iOS was a real turning point in my iOS career. The project manager and I had two months to design, build and deploy the app, the release date couldn't be changed! The app was to raise money for charity by recording users running progress, the app would track the running, then output a video with the runner's avatar superimposed over it.

Research and Development iOS

Playstation
Jan 2012 - April 2012

During my time at Mobile Interactive Group, I helped with the PlayStation app which required DLNA media streaming adding as Airplay hadn't yet become a feature of iOS. I investigated the viability of this and worked on this completely alone implementing the solution.

Research and Development

JP Morgan
July 2011 - December 2011

In an R&D role, I worked alone to produce three prototype apps to be tested and used internally, I cannot go into more detail as there is a strict NDA in place due to the nature of the business.

Lead iOS Developer

Vouchercloud
December 2010 - July 2011

Hired to build the Vouchercloud app, there was a prototype in place but wasn't ready for the App Store. I worked with the founder of the business to fix what had been coded already and to add new features, I also added a cleaner UI design to the app and removed unused features to make the app more streamlined. The finished app was an immediate success receiving over 2 million downloads and a week after I left the business was successfully taken over by Vodafone for a £12 million fee.

iOS Developer

TomTom
December 2008 - December 2010

This was my first commercial iOS app, based in Amsterdam, and working with a team of three other iOS developers, we built the iOS version of the popular sat nav stand-alone device. The app needed to be submitted before iPhoneOS-3 was released which was the first version that allowed GPS apps. With my background in GPS technology, I focussed on the navigation features of the app, as well as helping build an augmented GPS receiver and software that could be purchased alongside the software to boost GPS reception.

The app went on to be the highest-grossing app on the app store.

Get in touch!

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