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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

### Senior Flutter Developer

Flock Mobility  
**June 2023 – July 2023**

Helping build their Ride Sharing App!  
NDA applies.

### Lead Flutter Developer

iBlocks  
**Sep 2022 – Apr 2023**

Collaborating closely with the visionary founder and astute CTO, I was instrumental in architecting a ticketless system for UK train operators – a project that seemed tailor-made for my skillset.

From a technical perspective, this endeavor demanded extensive utilization of the Google Maps package, necessitating the display of train stations, rail tracks, and journey paths in an intuitive manner. The project was not without its unique challenges. We grappled with edge cases such as the app being unexpectedly terminated. To ensure seamless user experience, we engineered solutions for gracefully relaunching the app, resuming precisely where the user left off. This was achieved by meticulously caching all data and preserving the UI state.

## PERSONAL INTERESTS

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

We incorporated background GPS functionality that updated the user's position in real-time to our backend. This added a layer of live tracking, optimizing route planning and user convenience.

Post rigorous trials, the app demonstrated its efficacy and was smoothly transitioned to the permanent team for ongoing maintenance and improvements.

## Senior Flutter Developer

CodeDaZur

**Jan 2022 - Aug 2022**

Joining forces with two brilliant colleagues, we crafted a sleek Flutter app for the prestigious Abu Dhabi Global Market group. The experience was a bit different from my usual work, which often involves shaping an app with founders. This time, however, we had a strict design blueprint to follow, which was refreshing. It allowed me to dive deep into the development process without any distractions.

Our app was a virtual tour guide to Maryah Island, an upscale business hub and tax haven. The app had two major features: an information management system with an interactive chatbot, and a 3D map of the island made using Unity. The latter let users explore the island and pinpoint interesting spots, all in the comfort of their hands.

Under the hood, we used the BLoC framework and a custom REST backend for data handling. This ensured that our app was reliable and ran smoothly.

One thing I particularly loved about this project was working on the animations. Yes, they were a tad flashy for some Western tastes, but I had an absolute blast creating them, and I learned a ton in the process.

## Lead Flutter Developer

Lollipop

**Jan 2021 - Dec 2021**

As the Lead Flutter Developer at Lollipop, I was handed the reins to build a new app completely from scratch. The challenge was to get it up and running within just three months, a task that was quite daunting but we pulled it off successfully. Our accomplishment was a true reflection of our team's skills and dedication to meet the demanding deadline.

Once the app was out in the open, our work didn't stop. We began focusing on adding more features to the app, making it better and smoother for users. The main idea behind the app was to simplify the process of recipe and grocery shopping. We achieved this by integrating our app with

## Research and Development iOS / Team Lead

SafeToNet

**July 2017 - Dec 2020**

During my tenure at SafeToNet, I had the distinct opportunity to work directly with the company's founders. My role was multifaceted and encompassed a range of responsibilities that truly put my skills to the test. Chief among them was building and leading a dedicated team from the ground up, a task that required not just technical expertise but also strong leadership and team management skills. Additionally, I was actively involved in the research and development aspect of our projects, which allowed me to stay at the forefront of technological advancements and ensure our products were cutting edge.

Perhaps the most rewarding part of my time at SafeToNet was the development of a unique Keyboard extension. This wasn't your average keyboard extension; it utilized advanced AI technology to ensure the safety of children online. It was a challenging but immensely gratifying project, as it combined technology with a noble cause - ensuring the wellbeing of our younger internet users. The accomplishment of this project was a true testament to our team's capabilities and commitment to creating meaningful technology solutions.

### **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 + Mentor / 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 - Dec 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

**Aug 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 - Aug 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  
**Sept 2013 - Dec 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 - Sep 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  
**Dec 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

**Oct 2012 - Dec 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 - Oct 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

**Apr 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 - Apr 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 - Apr 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 - Dec 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

**Dec 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

**Dec 2008 - Dec 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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