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Las Vegas NV

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TROY SIMON

ARCHITECT - UX - D E V E L O P E R

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PROFESSIONAL SUMMARY

AI professional with expertise in Flutter development, contributing to multiple projects as a lead developer. Strong understanding of building complex solutions, utilizing advanced programming technologies, and applying design patterns. Experienced in Flutter architecture, development, and providing technical support and customer communication.

SKILLS

Mobile Development ◆◆◆◆◇

Mobile Architect ◆◆◆◆◇

UI/UX Design ◆◆◆◆◇

Communications ◆◆◆◆◆

Problem Solving ◆◆◆◆◆

SQL ◆◆◆◆◇

RESTful APIs ◆◆◆◆◇

EMPLOYMENT HISTORY

AUG 2024 - Nov 2024
**Architect, Developer & UI Designer, Qu4rk Conversational AI, Las Vegas**

- Designed and developed a scalable backend using Firebase, ensuring seamless interaction handling, data storage, and retrieval processes..
- Designed and implemented an efficient speech recognition system that enables Qu4rk to auto-listen and respond intuitively, enhancing the flow of conversational experiences.
- Built a localization framework to expand Qu4rk's accessibility and adaptability to various languages and cultural contexts.
- Implemented a feedback system using emotional ratings (1-10) to capture user sentiment and continuously optimize Qu4rk's responses based on engagement data.
- Integrated text-to-speech and speech-to-text.
- Integrated push notifications and reminder features, keeping users engaged with Qu4rk's daily prompts and personalized interactions.
- Integrated google mail and calendar API integration to schedule meetings, read emails for better task understanding
- Involved in documenting the endpoints required for the screens in the application. Efficiently consumed and managed RESTful web services with XML and JSON formats.

ARCHITECT   TEAM LEAD   IOS   ANDROID   FLUTTER   API

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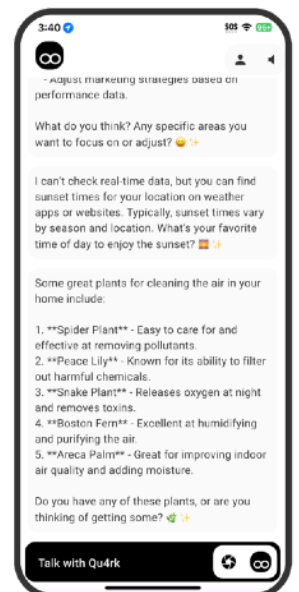
AUG 2020 - Aug 1 2024
CTO, Architect, Developer & UI Designer, Concierge Health, Las Vegas

- Designed and developed a wellness-focused social network using Flutter for IOS & Android devices, reimagining the timeline functionality for members, insurance carriers, and vendors.
- Took a lead role in migrating the app to a new NodeJs REST API, ensuring a smooth transition and improved performance. Collaborate with cross-functional teams to design and develop innovative Flutter applications that meet the requirements of the healthcare industry.
- Developed the mobile app to use BLOC architecture.
- Developed Unit testing for service layer calls.
- Created reusable widgets of primary colors and font sizes which can be referenced in any module of the codebase. Involved in documenting UI designs to determine the best widgets to make screens look beautiful.
- I implemented the graphQL architecture using the Hasura GraphQL API engine and NodeJS.
- For the state management in the app, we are using a customized bus stream builder. Used to track the agile approach through Jira.
- Used Figma Designer for UI designs.
- Involved in documenting the endpoints required for the screens in the application. Efficiently consumed and managed RESTful web services with XML and JSON formats.
- Supported the design, development, testing, and implementation of new business and support applications. Migration of All Legacy Applications to integrate GIT/BitBucket
- Repositories, Jenkins, Artifactory, with Sonar Qube Analysis in CI/CD Pipeline Infrastructure. Developed code for the Custom Menus, Dialogs, and Image Views, Push Notifications.
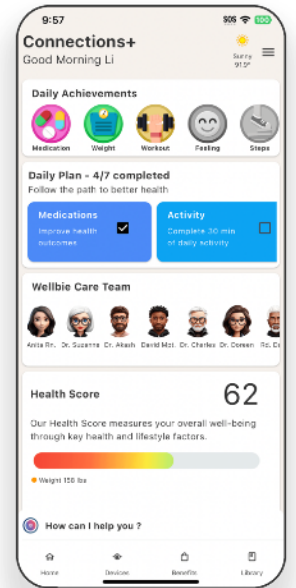
(ARCHITECT) (TEAM LEAD) (FLUTTER) (SQL) (GRAPHQL) (API) (JSON) (NODEJS)

OCT 2019 - JAN 2024
Software Architect, Lead Developer, Zonzon, California

- Designed and developed Zonzon's Flutter for IOS, Android and Web mobile community platform, ensuring scalability, reliability, and security.
- Worked with web developers to implement a complimentary web interface and API's for the portal administration and setups.
- Implemented the graphQL architecture using the Hasura GraphQL API engine.
- Lead the implementation of innovative software solutions that enhance residents' experience, facilitate seamless communication, and foster trust within the community.
- Collaborate with cross-functional teams, including product managers and stakeholders, to translate business requirements into technical specifications and deliver successful software solutions.
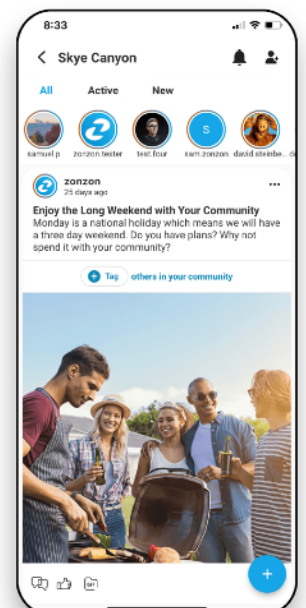
- Collaborate with cross-functional teams to design and implement innovative software solutions that meet customer needs and business objectives.
- Led the development team in adopting agile methodologies and continuous integration/ continuous delivery practices to improve software development efficiency and speed up time-to-market.

(ARCHITECT) (TEAM LEAD) (FLUTTER) (SQL) (GRAPHQL) (API) (JSON)

NOV 2016 - FEB 2017
Lead iOS Developer, Omni | On-Demand Storage & Delivery
- Led a small team of developers to design, develop, and maintain an on-demand storage mobile application and platform, ensuring timely delivery of features and bug fixes.
- Collaborated closely with UX designers to develop new features based on design specifications, ensuring a seamless user experience.
- Migrated Objective-C code to newer frameworks utilizing storyboards, improving performance, maintainability, and scalability.
- Developed web-based service models consolidating network calls, error messages, and data storage, improving reliability and reducing development time.
- ensure timely delivery of features and bug fixes.
- Utilized programming languages such as Objective-C and Swift, as well as various development tools such as Xcode and Git, to develop and optimize the application's performance.

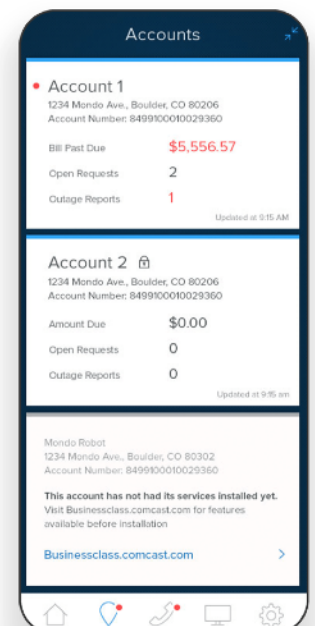(TEAM LEAD) (IOS) (ANDROID) (SWIFT) (JSON) (API)

OCT 2015 - SEP 2016
Comcast Lead Mobile Architect

- Created a migration roadmap for transitioning existing applications from Objective-C to Swift, leveraging existing platform
- knowledge and minimizing disruption to ongoing development efforts.
- Designed communication layer patterns for mobile applications while collaborating with web service groups, ensuring seamless integration and reliable data transmission.
- Hired and managed local and remote development teams across three continents, providing guidance and support to help team members achieve their professional goals.
- Mentored the team in design and implementation strategies, fostering an environment for shared learning and support in secondary mobile languages, reducing downtime due to experience gaps and improving overall productivity.
- Collaborated closely with a remote design firm, business partners, supporting technology groups, and content managers to ensure alignment with business goals and objectives.
- Worked with internal departments to align communication layer designs (protocols, structures, error messages), ensuring a consistent user experience across all platforms and devices.

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JAN 2014 - JAN 2015
Lead Mobile Architect, OneLogin, Inc.

- Hired, managed, and mentored a team of mobile developers, providing guidance, feedback, and support to help them achieve their professional goals.
- Fostered an environment for shared learning and support in secondary mobile languages to reduce downtime due to experience gaps, resulting in increased productivity and efficiency.
- Collaborated with the team to rewrite existing mobile applications, improving performance, functionality, and user experience.
- Expanded the company's mobile presence across all platforms (iOS, Android, Windows), creating a consistent user experience across all devices.
- Worked with senior architects to develop a Native Application Platform with single sign-on protocols for iOS, Android, Windows, Xamarin, and HTML-based mobile applications, improving security, performance, and maintainability.

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JUN 2012 - AUG 2014
Senior Mobile Developer, Zillow.com

- Collaborated with a team of developers on the newly released Zillow Rental application for iPhone and iPad, utilizing Objective- C and custom frameworks.
- Designed and implemented key features for the application, including search functionality, property details, and user profiles.
- Worked closely with the project manager and other stakeholders to ensure project goals and timelines were met.
- Self-managed while working remotely from the majority of the team based in Seattle, Washington, maintaining constant communication and ensuring tasks were completed on time.
- Collaborated with the UI/UX team to ensure a seamless user experience, providing feedback and suggestions for improvements.
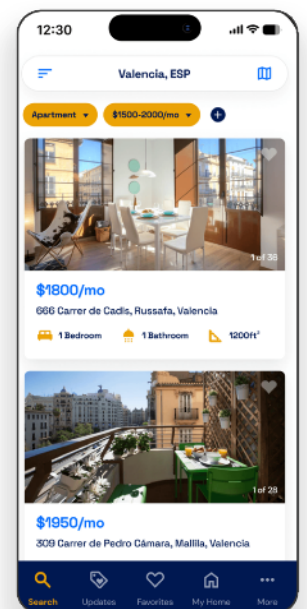

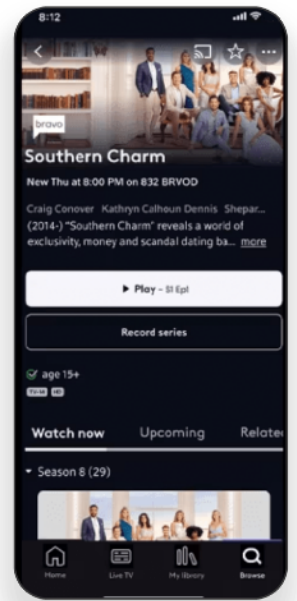(ARCHITECT) (TEAM LEAD) (IOS) (ANDROID) (SWIFT) (API)

AUG 2013 - SEP 2014
Comcast Developer, Comcast/Xfinity
- Collaborated with a team of 10 developers to successfully design and develop the Comcast
- Xfinity iPad streaming application for both iOS and Android platforms.
- Developed the interactive user interface of the application based on project specifications and requirements.
- Worked closely with 3rd party companies to implement DRV encryption and playback for On-Demand video playback, ensuring the security and reliability of the application.
- Conducted thorough testing and debugging to ensure the application's functionality and performance met high-quality standards.
- Utilized programming languages such as Objective-C and Java, as well as various development tools such as Xcode and Android Studio, to develop and optimize the application's performance.
- Collaborated with the project manager and other stakeholders to define project scope and requirements, ensuring alignment
- with business goals and objectives.
- Continuously learned and applied new technologies and programming languages to improve the application's functionality and user experience.

IOS   ANDROID   ARCHITECT   TEAM LEAD   SWIFT   API

E D U C AT I O N
BA, Computer Science, Manhattan College, Riverdale, New York