

Andy Bettis

Location	Bradford on Avon, Wiltshire
Email	andy@andybettis.com
Phone	07788 712998
Skills	Objective-C, Swift, C++, C iOS, OS X, Cocoa, Cocoa Touch Senior Developer, System design, Technical support
iOS apps	theTrainline, Stræto.bs, Traveline Scotland, Traveline Cymru, Trapeze Taxi, NXWM, Net WM, Stansted, ScotTalk AndyBooks, AndyInvoicer, Teacher's DJ Mini, AudioCue, TaxiBooks Mini
OS X apps	MacDraft, Interiors Pro, Compose World, TextEase, SoftWindows AndyBooks, AndyInvoicer, Carshare

Career history

June 2012 – July 2015: Trapeze Group UK

Project: iOS product development & support

Skills: Cocoa Touch, Objective-C, Xcode, iOS, Swift

At Trapeze I was part of a small (2-3 people) mobile development team providing transport-related apps for several clients. In addition to general development & support work I was involved in API design & updating (with internal & external back-end providers), refactoring & rewriting of legacy code and development of common code modules, and the creation of 'white label' apps that could be quickly & easily customised for multiple clients. I was often involved in client-facing roles including being seconded to a major customer for six months to facilitate a codebase handover and provide consultancy for their in-house team.

We operated as a self-managing Agile team with development & support work coming through Kanban boards and estimation & tracking using Jira. Notable projects included:

- theTrainline** – complete rewrite of the app with a single other developer.

- Stræto.bs** (Iceland buses) – primary engineer, developed the dual-language presentation system.

- Trapeze Taxi** – refactored the original app to allow easy reskinning for multiple clients.

- ScotTalk** – voice-controlled app, major rewrite.

I also worked on **Traveline Scotland**, **Traveline Cymru** and several other commercial apps.

April 2011 – April 2012: Microspot Ltd.

Project: Continued development of **MacDraft**, **Modeler**, **Interiors Pro** & other products

Skills: Objective-C, Xcode, Interface Builder, OS X

My main role was development of the company's 2D and 3D programs, with a primary focus on user interface elements and functionality. Also design work on new Mac App Store products and refactoring of older code.

January 2012 – ongoing

Project: Programs for the App Store

Skills: Objective-C, Xcode, OS X, iOS, iTunes Connect

I wrote some small, primarily financial programs to be sold through Apple's App Store. They included **AndyBooks**, an accounting & bookkeeping system, **AndyInvoicer**, an invoicing program, and **Teacher's DJ Mini**, an audio cueing & playback app for dance teachers.

October 2001 – December 2010: self-employed

While Living in northern Scotland I worked with several clients on bespoke Mac projects.

Skills: Objective-C, Xcode, Interface Builder, OS X

Findhorn Bay Caravan Park – holiday caravan park booking & billing system.

New Findhorn Directions – energy, utility & other charges billing system.

Hoco – ground rent budgeting & forecasting app.

Findhorn Bakery & Bakehouse Café – sales & invoicing program, product pricing & labelling program.

Carshare – a program to process records and accounts for local car sharing groups.

Findhorn College – utility programs & technical support.

April 2004 – February 2006: Expressive Software Projects Ltd.

Project: Music processing engine

Skills: C++ (cross-platform), MacOS X, Metrowerks Codewarrior, QuickTime

Designed and implemented a cross-platform update of the ESP music processing engine, both as a replacement for existing code and as a basis for future product development.

March 1998 – August 2001: Softease Ltd.

Project: **Textease**, an educational DTP program

Skills: C (cross-platform OOP), OS X, MacOS Classic, Metrowerks Codewarrior, ResEdit

Porting of the PC/Acorn version of **Textease** to the Mac, then continuing with cross-platform development.

June 1994 – February 1998: Insignia Solutions Plc.

Project: **SoftWindows**, a cross-platform PC emulation application for Macs and UNIX

Skills: C, C++ , MacOS Classic, Metrowerks Codewarrior, MPW, Visual C++

Development programming, primarily for the Mac version of **SoftWindows**. I also designed and coded the user interface for **RealPC**, a home user version of the program, and was part of the coding standards group.

Outside interests

I have taught European folk dance for many years, working with groups of less than a dozen participants to, in one notable case, over 300. In addition to leading workshops in the UK I have taught in Ireland, France, Italy, Switzerland, the USA, the Bahamas, Brazil, Morocco, Australia and New Zealand.

I'm a keen amateur musician and currently play bass guitar in a local R&B band. I also regularly 'guest' with Balkan folk dance bands, playing guitar and tambura.