

# Andy Bettis

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| Location   | Bradford on Avon, Wiltshire  |
| Email      | andy@andybettis.com  |
| Phone      | 07788 712998   |
| Skills     | Swift, Objective-C<br>iOS, macOS, Cocoa Touch  |
| iOS apps   | Nervecentre, Foldr, theTrainline, Stræto.bs,<br>Traveline Scotland, Traveline Cymru, Trapeze Taxi,<br>AndyBooks, AndyInvoicer, Teacher's DJ Mini |
| macOS apps | MacDraft, Interiors Pro, AndyBooks,<br>AndyInvoicer, Carshare 2  |

## Career history

### February 2020 – ongoing: Nervecentre Software Ltd.

Project: Electronic patient records system

Skills: Swift, Objective-C, Xcode, iOS

Development and maintenance of the iOS client app for a workplace management / patient records system used by several NHS trusts. I worked as part of a 3-man group covering mobile development, initially partially remote but due to the lockdown this became 100% working from home.

### September 2019 – February 2020: SmartSpace Global Ltd.

Project: Office space management and event booking systems

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

Maintenance & development of existing apps and rewriting a new codebase in swift. I worked with one other iOS developer as part of a larger, geographically distributed team covering back-end, web and mobile platforms.

### July – August 2019: Helastel Ltd.

Project: iOS product development

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

A short-term position as a Senior iOS developer at a software house. My main task was the rewriting of a prototype app that had been through a lengthy alpha phase, to produce a clear & well-structured codebase for future development.

In addition I performed some bug fixing on an older Objective-C project and code reviews & refactoring on iOS and macOS projects.

### August 2018 – June 2019: FutureSonic Ltd.

Project: iOS product development

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

Lead iOS developer at a software house, primarily working on mobile apps and specialising in music & audio. I was involved in projects from initial design & specification through development & testing to delivery and support/maintenance.

A significant proportion of the work was creating apps for startups and clients new to mobile development. Working from wireframes or design sketches I was responsible for setting up database schemas, external API integration, and UX elements, often using a series of demos &

prototypes to allow clients a more hands-on experience via TestFlight releases. Extensive use was made of Firebase for database and storage functions.

My duties also included the training & mentoring of two junior developers. While both had some exposure to Swift beforehand they were new to commercial development & support of apps. In the early stages this involved pair programming but my general approach was to assign appropriately challenging tasks to them and review their work, both during and at the end of each exercise.

### **December 2015 – June 2018: Minnow IT**

Project: **Foldr**, a multi-platform file access & sharing system (<https://foldr.io/>)

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

My primary task was rewriting, maintaining and developing the iOS client app for the **Foldr** file-collaboration system. This became an ongoing process, adding features in line with the server application and using new iOS capabilities as they became available. The app included extension modules (file provider, share extension, document picker) for inter-app data exchange and tokenised communication for security features like two factor authentication and trusted device settings. Extensive use was made of multithreading & background processes and local caching. I was involved in UI and UX design, streamlining localisation systems and some server API work. I also wrote the first iteration of the macOS client app.

### **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-oriented apps for several clients. In addition to general development & support work I was involved in API design & updating (with internal & external back-end providers) 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. Notable projects included a complete rewrite of **theTrainline** app with a single other developer.

### **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.

## **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 groups & 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.