Angela Mugo

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SUMMARY

Mobile Engineer with cross-platform experience developing applications for both Android and iOS. Has extensive experience using Swift, Objective-C, Dart, Python and other modern frameworks. Specialized in working in multiplatform teams.

EXPERIENCE

Lead Mobile Developer
Shelfly   **January 2023 - PRESENT, Remote**

· Led the development and design of a cross-platform mobile application using Dart, Riverpod, and Firebase.
· Implemented an image retrieval and recommendation system using TensorFlow, enabling users to perform visual searches across **100GB+** of images with a minimum latency of **<1 second.**
· Authored comprehensive app and API documentation to support future development and maintenance.
· Spearheaded app performance optimization initiatives, achieving a 35% increase in efficiency and a 25% reduction in crash rates.
· Developed a CI/CD pipeline with Jenkins and GitHub Actions, automating testing and deployment processes, which led to a 50% decrease in release times and improved build stability.
· Conducted data analysis using Python and Pandas to identify user engagement patterns, driving a 20% increase in app retention rates over 6 months.

iOS Developer
37 Signals   **January 2022 - August 2022, Remote**

· Designed and developed key features for the email app Hey and the project management tool Basecamp, enhancing usability and performance for over 1 million users.
· Utilized Sentry and other monitoring tools to maintain a less than 1% crash rate.
· Implemented accessibility elements to ensure products met iOS Human Interface Guidelines.
· Wrote extensive UI and unit tests using XCTest to improve test coverage and app stability, leading to a 20% reduction in reported bugs post-release.
· Used an in-house customer support tool to track and resolve queries, contributing to enhanced user support and faster issue resolution.

Senior iOS Developer
SafeBoda   **September 2019 - September 2021, Uganda**

· Scoped, designed, developed, and tested new features on the iOS customer app including a pivot to a food delivery vertical.
· Ensured 99% uptime, providing reliable service to over 1.2 million users.
· Worked with the QA team to uphold app quality and implemented an A/B testing system, optimizing user experience across 4+ markets.
· Spearheaded the design and implementation of a robust in-app payment system, reducing checkout time by 50% and enhancing user retention rates by 20%.
· Pioneered the architecture and integration of real-time data syncing features for iOS applications, which led to a 35% increase in data accuracy across multiple verticals, leveraging Swift and Core Data frameworks.

Software Developer
Andela   **November 2016 - September 2019, Remote**

· Built various apps using Swift and Objective-C from inception to market delivery.
· Engineered a scalable RESTful API architecture that enhanced app functionality and supported seamless integration with third-party services.
· Implemented a Continuous Integration/Continuous Deployment (CI/CD) pipeline using tools like Jenkins and GitHub Actions, reducing code deployment times by 50% and improving software delivery efficiency.
· Integrated cloud message APIs to facilitate real-time notifications and communication, achieving a 40% enhancement in user interaction and retention using Firebase Cloud Messaging over a 6-month period.

PROJECTS

Exercism MacOS
github.com/apps-fab/ExercismSwift · September 2022 - Present
· **API Integration:** Integrated Exercism's open-source APIs using **URLSession**, **AsyncAwait,** and **Combine**.

· **User Interface:** Designed and implemented an intuitive user interface using **SwiftUI** and **AppKit**, ensuring a smooth and visually appealing user experience.
· **Accessibility:** Ran accessibility checks and implemented accessibility features.
· **CI and App Store Management:** Integrated **Xcode Cloud** to manage the release and beta testing of the app versions and **Notarization**.
· **Exercism Swift API:** designed and built an API for the MacOS Exercism app.

SKILLS

Swift, Objective-C, Python, Flutter, Dart, SwiftUI, AppKit, UIKit, Alamofire, Combine, AsyncAwait, Memory management, Software development lifecycle, API design, unit testing techniques, XCUITest, Xcode Instruments