

Kato Drake Smith

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PROFESSIONAL SUMMARY

Design Oriented iOS & Android developer with over 6 years of iOS mobile development using Swift & SwiftUI for iOS and Java & Kotlin for Android. Deep experience of full development life cycle - from UI/UX design, to software architecture, through deployment and its consequential updates.

Expert in development methodologies, tools, and processes contributing to the design, deploy, and the incorporation of feedback into iOS & Android mobile applications.

Known for excellent troubleshooting skills - able to analyze code and engineer well-researched, cost-effective and responsive solutions.

UX/UI Design: In my previous roles I have been responsible for discovering, defining a problem and designing a solution based on human-centered design where I designed and launched customer feedback systems for software companies, improving net promoter score by 30 points in pilot teams over 6 months.

Led with product and marketing teams to redesign the mobile onboarding process, improving retention and user experience by 40%

SKILLS

Programming Languages: Swift, SwiftUI, Java, Kotlin, RxAndroid, RxSwift, HTML, CSS, Javascript.

First Party SDKs: UIKit, Foundation, Map Kit, Auto Layout, Storyboards, Navigation Architecture, Constraint Layouts.

Third Party SDKs / Systems: AFNetwork, RestKit, Fabric.io (Crashlytics), Google Analytics, GraphQL, Microsoft SQL Server, REST API, Retrofit, Alamofire, Firebase, Maps, Media Players, Flutterwave, Stripe, Paypal.

Source Control: Git, GitHub, BitBucket, SourceTree

Testing: XCTest, UI Automation, CI/CD experience, UI/Unit testing, AB Testing.

Package Management: Cocoa Pods, Carthage, Git Submodules, SVN Externals, Gradle, Jetpack.

UX/UI Skills: Agile Methodologies, Adobe XD, Figma, In vision, Sketch App, JIRA, Storyboarding, User Stories, User Personas, Journey Maps, Competitive Audit, Storyboards, Information Architecture, User Research, Product Management, Usability Testing, Data Visualization, Experience Design

**WORK
EXPERIENCE**

August 2017 – Present

**Head Mobile Apps Developer, Code 256 Limited,
Kampala Uganda***Responsibilities:*

- Illustrate design ideas using storyboards, process flows and sitemaps
- Identify and troubleshoot UX problems (e.g. responsiveness)
- Conduct layout adjustments based on user feedback
- Discussing the client's requirements and the proposed solution with colleagues.
- Developing application programming interfaces (APIs) to support mobile functionality.
- Keeping up to date with the terminology, concepts and best practices for coding mobile apps.
- Working closely with colleagues to constantly innovate app functionality and design
- Work with various companies to sponsor apps and develop a budget before production increases.
- Present finished project to upper management to receive final approval.
- Rapidly fixing bugs and solving problems
- Making disciplined use of source control and bug tracking systems
- Participating in resolving customer support issues as needed
- Writing, releasing, maintaining mobile code
- Experience analyzing a feature in production using analytics and experiments

August 2017 – Present

UI/UX Designer, Code 256 Limited, Kampala Uganda*Responsibilities:*

- Designed and launched customer feedback systems for software company, improving net promoter score by 30 points in pilot teams over 6 months
- Led with product and marketing teams to redesign the mobile onboarding process, improving retention and user experience by 40%
- Revamped website flows and navigation menus, reducing the frequency of misdirected customer service queries by 30% and increasing traffic to previously neglected pages
- Designed custom email templates for monthly newsletters and marketing emails, Improved click through rate
- by 150%.
- Conceptualized and implemented behavioral push notifications based on 1n-app usage; increased retention by
- 10%
- Conceptualized, designed, and developed marketing pages and custom features of e-commerce website,
- directly contributed to over 140% increase in revenue.

February 2020 to February 2022

UI/UX Designer, Divergent UX Studio, Kampala Uganda

Responsibilities:

- Gather and evaluate user requirements in collaboration with product managers and engineers
- Independently execute a full UX Design process, from research to production, for new features or feature enhancements
- Develop and execute UX Research Plans for new and prospective features and summarize and interpret research findings
- Prepare and conduct user interviews, user ideations, observed workflows, and user prototype tests
- Continuously improve our visual design work and UX processes using the newest techniques and approaches such as the One Day Design Sprint
- Work in close collaboration with users, Product leadership, Development, Branding, and other key stakeholders
- Create beautiful, polished, production-ready web and mobile designs that adhere to company branding standards and UX best practices
- Illustrate design ideas using storyboards, process flows and sitemaps
- Creating user-centered designs by understanding business requirements, and user feedback
- Creating user flows, wireframes, prototypes and mockups
- Translating requirements into style guides, design systems, design patterns and attractive user interfaces
- Designing UI elements such as input controls, navigational components and informational components
- Creating original graphic designs (e.g. images, sketches and tables)
- Identifying and troubleshooting UX problems (e.g. responsiveness)
- Actively collaborate with developers during product development and release within an Agile environment
- Incorporating customer feedback, usage metrics, and usability findings into design in order to enhance user experience

October 2019 – March 2021

Android & iOS Mobile Application Developer, Fortune 500 Klub Limited, Kampala Uganda

Responsibilities:

- Develop UI mockups and prototypes that clearly illustrate how apps function and look like.
- Design and develop advanced features for iOS and Android.
- Work with various remote data sources and APIs via REST and JSON.
- Support the entire application lifecycle (concept, design,

- test, release and support).
- Work on native app bug fixes and performance enhancements.
- www.fortune500klub.com

February 2020 – November 2021

Android & iOS Mobile Application Developer, Lyx, LLC, Los Angeles, CA, United States (Open Sourced)

Responsibilities:

- Build new features end-to-end through prototyping, validation, implementation, launch, and further iteration.
- Write high quality code following best practices and standards for coding, compliance, security, and performance.
- Develops customer features and key infrastructure components for mobile applications running on Android, iOS, and other platforms.
- Plans tasks with the support of the team and Scrum Master.

October 2019 – February 2021

Android & iOS Mobile Application Developer, Darlins Limited, Kampala, Uganda

Responsibilities:

- Support the entire application lifecycle (concept, design, test, release and support).
- Write high quality code following best practices and standards for coding, compliance, security, and performance.
- Develops customer features and key infrastructure components for mobile applications running on Android, iOS, and other platforms.
- Plans tasks with the support of the team and Scrum Master.

October 2020 – March 2021

Mid Level Game Designer, Brayta Innovation Limited, Kampala, Uganda

Responsibilities:

- Ran trial runs and interviewed test players to determine where games could be improved.
- Reviewed competitive products to ensure the company did not create an exact same game.
- Wrote dialogue for the game with assistance of professional screenwriters.
- Documented every step of the design process to have in the database to call upon later.

July 2021 – August 2021

Android & iOS Collywood Tv App, Collywood Productions, London, England

Responsibilities:

- Developing new features and user interfaces from wireframe models
- Ensuring the best performance and user experience of the application
- Fixing bugs and performance problems

- Writing clean, readable, and testable code
- Cooperating with back-end developers, designers, and the rest of the team to deliver well-architected and high-quality solutions

EDUCATION	Bachelor Degree of Information Technology Ndejje University	2014 - 2017
	Certified as Android & iOS App developer The London App Brewery	2016 - 2016

DEVELOPEMENT AWARDS	Audience's Best App: MTN App Challenge 2015 Winner UNESCO Hackathon, Kenya 2015 Winner Uganda Health App Challenge Winner HACK4AG App Challenge Winner Booking.com Challenge 2017 2nd Place Tech for Governance Dar-es-Salam 2016 Mentor GIS Hackathon 2016 & 2017
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ADDITIONAL SKILLS	Adobe package: Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe Spark Post Design: Sketch App, Figma Programming: HTML, CSS, JS, PHP, MySQL Frameworks & Libraries: Firebase, Dialog flow, ARKit, RX-Swift, RX-Android, Bootstrap, Flutter, User Interface (UI), User Experience (UX), Jira, Agile, Unit Testing, Git, GitHub, Test Cases
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REFERENCES	References available on request: <ul style="list-style-type: none">• Godber W. Tumushabe of Fortune 500 Klub godber.tumushabe@gmail.com• William of Darlins Limited tcolswilliam9@gmail.com• Gen. Mugisha Muntu, ANT Party App• Brendah Kisakye of Fashlit kisaakye71@gmail.com• Kitumba Solomon of Swipe2Pay, Divergent UX Studio solomonkitumba@gmail.com• Ojijo Pascal of Ikowapi ojijop@gmail.com
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HOBBIES AND INTERESTS

Although I do enjoy playing video games, hanging out with friends in my free time, I also like reading books, going camping. Staying active is important to me because when you have some time to just focus on nature, you can get sudden bursts of inspiration that come in handy during an app development process.