Kato Drake Smith

iOS Apps Developer

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Design-oriented iOS app developer with 6+ years of experience creating seamless, user-focused applications using **Swift** and **SwiftUI**. Proven track record in leading end-to-end development lifecycles, collaborating with multidisciplinary teams, and delivering robust, scalable, and user-friendly apps. Expertise in app architecture, **UI/UX design**, and secure API integrations. Known for exceptional problem-solving skills and commitment to enhancing user experience through innovative solutions.

Skills

iOS Native Development

- **Core Technologies**: Swift, SwiftUI, Combine (reactive programming), UIKit (for legacy projects), CoreData, Storyboards, Auto Layout, AV Foundation, MapKit.
- **Practical Applications**: Built dynamic user interfaces, implemented reactive programming for real-time data updates, and optimized app functionality for modern and legacy iOS projects.

First-Party SDKs

- UIKit, CoreData, AV Foundation, MapKit, SwiftUI, Combine.
- Developed scalable and efficient iOS solutions using Apple's native tools, ensuring seamless device performance.

Third-Party SDKs & Systems

- Networking: Alamofire, REST API, GraphQL.
- Authentication & Analytics: Firebase Authentication, Google Analytics.
- Payment Integrations: Stripe, PayPal, Flutterwave.
- Geolocation & Media: Google Maps API, AVPlayer, MediaPlayer.
- Delivered robust networking, analytics, and payment

Source Control & Package Management

- **Version Control**: Git, GitHub, Bitbucket, SourceTree.
- **Dependency Management**: CocoaPods, Carthage, Git Submodules, SVN Externals.
- Streamlined codebase management and maintained project consistency.

Testing & CI/CD

- **Testing Frameworks**: XCTest, UI Automation, AB Testing (Firebase Remote Config, Apptimize).
- **CI/CD Tools**: Jenkins, Travis CI, CircleCI.
- Enhanced app stability and deployment efficiency through rigorous testing and continuous integration pipelines.

Work Experience

SWY.iO, Cape Town, South Africa (Remote - Part-time)

FireWeb: A Reporter App

Duration: May 2021 - 2023

Description:

- Developed and maintained FireWeb, a Reporter App, achieving a 4.5 rating for in-field and out-of-control room operations, incident reporting, and data capture.
- Introduced custom notifications and integrated Firebase Crashlytics, resulting in performance improvements and a 4.5 rating.

Education

Ndejje University

Bachelor's Degree in Information Technology

2014-2017

Kampala, Uganda

Certificates

GOOGLE UX DESIGN PROFESSIONAL CERTIFICATE

User Experience Research and Design Specialization Certificate

UX & Web Design Certificate

IOS & SWIFT - THE COMPLETE IOS APP DEVELOPMENT BOOTCAMP

ANDROID APP DEVELOPMENT BOOTCAMP

Awards

- Audience's Best App: MTN App Challenge 2015
- Winner of UNESCO Hackathon, Kenya 2015
- Winner Uganda Health App Challenge
- Winner HACK4AG App Challenge
- Winner Booking.com Challenge 2017

Code 256 Limited, Kampala, Uganda
Fortune 500 Klub: Investment App

Duration: August 2016 - Present

Description:
- Spearheaded the development of an investment app, raising over USD 460,000 in funding through innovative design and usability enhancements.
- Led cross-functional teams to design and implement user-centric features, achieving a 30% increase in user engagement.
- Improved app scalability by optimizing backend integrations, ensuring seamless handling of increased user traffic.

Mono Technologies Nigeria Limited (Remote - Part-time)
Mono Connect SDK: Secure Bank Linking

Duration: April 2023 - 2024

Description:
- Designed a secure and scalable SDK interface, enabling seamless bank account linking for over 1.5M users.
- Implemented multi-factor authentication and error-handling processes to enhance data security and reliability.
- Collaborated with API teams to optimize server-side integrations, improving transaction speeds by 25%.
- Delivered high-impact features that elevated app ratings and user retention rates.

Swipe2Pay (Hybrid - Part-time)
Buy Me Juice Platform

Duration: 2022 - 2023

Description:
- Introduced QR-code-based payment functionality, streamlining the donation process for creators and audiences.
- Enhanced the app's user experience, increasing creator adoption by 40%.
- Collaborated with the product team to deliver recurring payment features, boosting revenue streams for users.

Fun Projects
Draxie Store: AR Shopping Assistant

Developed a virtual shopping assistant using ARKit and voice recognition to enhance the shopping experience.

Key features: Virtual showrooms, voice commands, AR pathfinding, and try-before-you-buy functionality.

Tech Stack: Swift, ARKit, Figma

Link: ▶ Draxie Kit Demo