LAWRENCE FOROOGHIAN

Location:	São Paulo, Brazil
Phone:	*Redacted*
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Date of birth:	*Redacted*
Nationalities:	British, Irish
Languages:	English (native), Brazilian Portuguese (intermediate)
GitHub:	https://github.com/lawrence-forooghian

PROFILE

Experienced software developer. I gained much of my experience developing software for iOS. Since then, I've been working with a diverse set of web development technologies, particularly Ruby on Rails.

Architected, developed, and delivered robust applications for multiple major clients. Experience as a lead developer with accountability for delivery.

My current professional goal is to work on projects that are meaningful to me, and to continue cultivating the technical flexibility required to be able to do this. I get a lot of satisfaction from being able to create open source software as part of my job.

EMPLOYMENT

Aug 2019 – Sept 2021	**dxw (digital agency)**
	Senior Developer

dxw is a leading digital agency that builds services for the public sector. Our clients are mainly central government, local government, and charities.

I usually work as part of a multidisciplinary team, alongside other developers, technical architects, user researchers, service designers, interaction designers, and business analysts. We follow a user-centred design approach, to build services that meet the GOV.UK Service Standard.

I've worked at all stages of agile project delivery: discovery, alpha, beta, and live. My day-to-day activities vary depending on the stage of the project. They include:

- building production systems
- building interactive prototypes using the GOV.UK Prototype Kit to allow user researchers to test design ideas
- understanding and documenting legacy systems
- providing first-line support, bug fixing, or additional feature development for live systems

Our default technology choice is Ruby on Rails. We sometimes use other stacks if we're required to fit into a client's existing technical strategy. For example, I built a service using TypeScript / Express / Node.js.

We usually work in the open and release our work under an open source licence. There are many examples of my recent work available through my GitHub profile.

Aug 2017 – Jul 2019	**Ryalto (Healthcare startup)**
Apr 2019 – Jul 2019	***Backend Developer***
May 2018 – Apr 2019	***Lead iOS Developer***
Aug 2017 – May 2018	***Senior iOS Developer***

Ryalto was a mobile application that allowed nurses and doctors to book shifts, chat, and read relevant professional news.

I joined the company as an iOS developer, and subsequently became the lead of the iOS team, which had 4 developers (plus me). The app was written in Swift, using an MVVM architecture aided by RxSwift.

I was responsible for:

- the technical direction of the application, including managing technical debt and making sure the codebase remained approachable for new developers
- working with the product owner to hone requirements, and with the backend lead to define API contracts
- breaking down features into Jira tasks that developers could work on, making sure they had the technical information needed to execute the task well — depending on the developer's level of experience, this often involved giving detailed implementation guidance
- identifying and automating tedious processes, freeing developers to spend their time actually developing features
- defining, documenting, and iterating team processes such as code review
- leading the recruitment of iOS developers — writing job specs, conducting phone interviews and face-to-face technical exercises
- acting as cross-team technical lead for some features — planning the development work, defining protocols and behaviours, and coordinating work across backend, iOS, and Android

Wishing to broaden my skill set, I then chose to move away from the iOS team and start working as a developer on the Ruby on Rails backend. In addition to Rails, the key elements of the technology stack were PostgreSQL, AWS, Docker, and Terraform.

Apr 2016 – Dec 2016   **Hotels.com**
                        Contract iOS Developer (freelance)

General development and maintenance of the Hotels.com iOS app. Codebase primarily Objective-C, with some new components being written in Swift. The application used a VIPER-like architecture.

My other responsibilities included:

- improving the continuous integration infrastructure
- reducing QA burden by replacing regression test cases with automated UI tests

Jan 2013 – Aug 2015   **Saffron Digital (Video services provider)**
Jan 2015 – Oct 2015   *iOS Technical Lead*
Jan 2013 – Jan 2015   *iOS Developer*

Architected and led the development of a customisable and rebrandable iOS application allowing customers to browse, stream and download DRM-protected video and audio content, and use in-app purchases to subscribe to video services. This application supported multinational clients who operated across diverse sectors, such as mobile phone operators, television networks, and major retailers.

The main application provided a range of customisation points where components could be easily swapped out or configured, making it simple to redefine business logic, integrate with third-party authentication methods, or support new UI layouts or themes.

For highly bespoke applications, where this approach proved to have limitations, I subsequently worked on splitting the application into a collection of shared libraries.

I also developed SDKs, which we used internally and also sold to clients. When I first joined, I worked on the development of our iOS Player SDK, which integrated Apple's AV Foundation framework with Microsoft's PlayReady DRM. Later, I led the development of our Download Manager SDK, which downloaded HTTP Live Streaming (HLS) content for offline playback, using Apple's `NSURLSession`

technology. As part of this project, I created a C library for parsing and manipulating HLS playlists in a standards-compliant fashion, to replace an assortment of existing ad-hoc code.

Aside from my main developmental and bug-fixing duties, my other responsibilities included:

- code review
- release management, including the development of a variety of tools to facilitate our release and continuous integration processes
- building prototypes or demos for prospective clients
- mentoring of team members
- liaising with the QA, project management, design and backend teams
- providing technical briefings to senior management
- managing our Apple-related administrative tasks and communications — provisioning profiles, devices, iTunes Connect, bug reports, Technical Support Incidents
- on-call support for application releases

Nov 2010 – Dec 2012   **kgb (Directory enquiries company)**
Junior Software Engineer

I joined a small team developing, maintaining and supporting the 118 118 (UK) and 542 542 (US) 'Ask Us Anything' two-way SMS services, as well as the public-facing kgb Answers website. These were all written using the Ruby programming language with the Ruby on Rails web framework.

About 6 months after I joined, the corporate strategy shifted and my primary duties were switched to iPhone app development. I was the main developer on a full rewrite of the 118 118 Nearby search application.

Most of our development was test-driven, and part of my work on the iPhone applications involved making changes to an open source iOS integration testing framework, which were accepted into the upstream repository.

EDUCATION

2006 – 2010   **Trinity Hall, University of Cambridge**
Mathematics (BA Hons + MMath)
A three year bachelor's degree followed by a one year master's degree. Grade I result in first three years, and Distinction (equivalent to a Grade I) in fourth year.