

Michaiah Coleman

Mobile Development Team Lead

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LANGUAGES: Swift, Kotlin, Typescript/es6, Html, CSS/Less, SQL, Objective-C

SKILLS: MVC, MVVM, UIKit, Mobile Deployment CI/CD, React Native, Bluetooth/BLE integration, Git Flow, Xcode, AWS Cognito/Amplify, WebStorm, npm/yarn, Agile, Click Up, Jira

PROFESSIONAL PROFILE

As a personable and friendly team lead, I foster a supportive and empathetic work environment where everyone feels valued and heard. With a deep understanding of mobile development, particularly in iOS, I leverage my knowledge to guide and mentor team members, ensuring their growth and success while maintaining a harmonious and productive team dynamic.

EXPERIENCE

CrossComm Inc, Durham, NC — Mobile Team Lead

2020 - 2023

Mobile Development

- Working in a fast-paced, scrappy client agency system — on both solo projects and as a team — to build, deploy, and distribute apps for a number of clients in a quick turnaround.
- Integral to requirements gathering and estimating for large Enterprise level apps side by side with Project Management and UI/UX Designers, providing insight on technical requirements.
- Built and/or utilized CI/CD pipelines for multiple clients using Testflight, Github Actions, Expo EAS, Google Firebase Deployments, TestFairy and others.
- Code review, pair programming and sprints were a regular part of the pipeline to creating and maintaining apps.

Team Leadership

- Initiated One on Ones with direct reports, to help mentor and build their careers. Giving advice, celebrating wins, and providing a sympathetic ear for frustrations.
- Delegated tasks, both giving growth opportunities where available but also knowing when to take on larger sections for time management.
- Acting hiring manager for mobile developers and member of technical interview panel of both mobile and other roles.
- Active member of the developer council, discussing shifts in the tech landscape, new languages and ideas and ways we can implement those ideas within our teams.

SAS Curriculum Pathways, Cary, NC — *Full Stack Mobile Developer*

2010 - 2019

Mobile and Web Development.

- Excellent communication skills, with the ability to translate technical concepts to non-technical individuals.
- Grew from intern to mid level Software Developer, working as a full-stack web and mobile developer.
- Executes technical direction of application architectures based on assigned projects.
- Serve as mentor and project advisor to summer interns providing them with advice; leading daily scrum and sprint planning.
- Spoken on EdTech panels and participated in school outreach programs giving advice on connecting with students and how to utilize technology for good in the classroom.

RECENT PROJECTS

Private Jet Manufacturer Weight and Balance App — *Full Stack iOS Developer*

Native iOS app created from the ground up to manage the maintenance and flight plans of your fleet including live checking of weight and balance data against weather and other conditions. Used Swift Combine ObservableObject to create a more streamlined manager system for updating the UI.

- Live documents file system for storing and sharing amongst organization members.
- Account CRUD for fleet management, organization members, and maintenance requests.
- Direct collaboration with UI/UX design and stakeholders to ensure best results.
- Push Notification integration
- Snappy clean design built with storyboard and Container Views.
- Functioning weight and balance sheets for pilots to plan flights.

Cancer Patient and Volunteer Chat and Resource App — *React Native Developer*

Robust cancer resource application for patients and caregivers to find important resources and connect via Pubnub to community and clinic volunteers.

- Pubnub integration
- Created a flexible system for modifying patient questionnaire
- Jest Unit Testing
- Push Notification integration
- Expo wrapped, Ignite boilerplate with Mob-x State Tree

Duke STTR Grant — *iOS and Android Developer*

Evaluation of multiple bluetooth EEG headset and their available SDKs for use in a research study. Then creating native modules for both iOS and Android to be used with a react native front-end.

- Swift and Kotlin native modules.
- Evaluated three headsets and SDKs
- React Native UI for EEG data charting and form completion.

including speaking with their engineering teams.

Neuvana — iOS and Android Developer

Swift and Kotlin companion app to a bluetooth device created to stimulate the inner-ear vagus nerve, tasked with updating the bluetooth algorithm and updating the research apps for upcoming trials.

- Tweakable bluetooth algorithm from a read-in bit string.
- Direct client interaction for deeper knowledge of stakeholders thought process.

Karmanos MyPatientPal — iOS and Android Developer

Native Swift and Kotlin app for tracking symptoms, medication and stress levels for research purposes. Tasked with an overhaul of patient surveys, going from once a day, to at will; expanding the charting; and adding further HealthKit and Google Fit.

EDUCATION

North Carolina State University College of Engineering

Bachelors of Science in Computer Science

Minor in Film Studies

2009 – 2013