

BENJAMIN HENSHALL

76 TOWER HAMLETS ROAD
LONDON, E17 4RH
UNITED KINGDOM

TELEPHONE : 07921 881 005
E-MAIL : BEN@BHENSHALL.CO.UK
WWW.BHENSHALL.CO.UK

Work Experience

2020-present	<p>Bumble - iOS Engineer / Senior iOS Engineer</p> <p>Began my time at Bumble as a mid-level iOS engineer, before being promoted to a senior iOS engineer in early 2022 thanks to consistently exemplary performance reviews.</p> <p>Contributed to all phases of product lifecycle (design, requirements definition/scoping, API definition, client development, testing and post-release monitoring) to deliver an exceptional product experience to millions of users. The majority of my work was in the “early days” app experience, as well as the paradigm shifting “Best Bees” feature.</p> <p>Held a position on the Architecture Committee, which helped to define and formalise architectural rules (both on a module and a screen level) that are used across the large-scale iOS codebase.</p> <p>Key team member entrusted to onboard new developers to both the iOS team and cross-functional team, enabling them to gain autonomy as quickly as possible, boosting both team productivity and individuals morale.</p>
2018-2020	<p>Babylon Health - iOS Developer</p> <p>Joined the team as a junior developer and progressed up into a well-regarded mid-level position in early 2019 where I continued to build high quality features.</p> <p>Collaborated intently with other disciplines (Product, design, back-end engineers and delivery managers) to deliver innovative healthcare solutions to users and partners. This includes building up Healthcheck (preventative healthcare), the US app offering, and the COVID-19 response work.</p> <p>Mentored and onboarded several new developers within the team of 30 iOS developers, as well as engaging in over 20 interviews with developers of various levels, ranging from graduate to iOS lead.</p> <p>Continually engaged in technical discussions with both iOS and non-iOS developers to solve issues, including presenting an overview of the iOS app architecture to a group of non-iOS developers.</p>
2016-2017	<p>Coderus - Graduate iOS Developer</p> <p>Key engineer within the iOS development team in an agile scrum environment, using periodic sprint reviews to assess performance and identify areas of weakness to improve both soft and technical skills for both me and other developers in the iOS team.</p> <p>Provided bespoke apps to company clients by developing new features and investigating/fixing reported bugs, working primarily in Swift 3.0 with CoreBluetooth and Bluetooth peripherals.</p> <p>Interfaced between the developers and QA team to assess UI testing framework options that would share similar technical skills with the development team, as well as provided in app functionality required for UI testing (mocking of devices and connectivity states).</p>

Skills

Languages (Proficient):	Swift, Java
Languages (Experienced):	Objective-C, Python, Ruby, Bash, HTML, CSS, JavaScript, C, SQL
Frameworks, Tools & Technologies:	RxSwift+ReactiveSwift+Combine, UIKit, SwiftUI, CoreBluetooth, XCTest, XCUITest, Appium, Node.js, StoreKit Sketch, Fastlane, CocoaPods/Carthage, Xcode, Git, Tuist MacOS, AutoLayout, MVC, MVVM, Redux, JIRA, REST, Windows, Agile scrum methodology, CI, Functional programming

Personal Projects

July 2020

Difference (iOS Library) - <https://github.com/krzysztofzablocki/Difference>

Rewrote an iOS test helper framework that enables better diffing display of unit test assertions as the previous version was not functionally complete and not extensible in the long run. The rewritten version was featured in Dave Verwer's "iOS Dev Weekly" newsletter #463!

Feb-May 2018

RatesMate Currency Converter App - appstore.com/RatesMateCurrencyConverter

Designed, developed and released "RatesMate Currency Converter" to the app store as a sole developer. RatesMate is a simple and efficient currency converter that includes over 150 currencies and tipping customs for 65 countries.

Fully designed the app wireframes in **Sketch**. Built the app using **Swift 4.1** and made heavy use of the Functional Reactive Programming paradigm using **RxSwift** in a **MVVM** architecture. In preparation for this project, I purchased and worked through RayWenderlich's advanced RxSwift book. The app's backend is built using Firebase, pulling from several **RESTful web services**.

Developed the app with the focus of learning and progressing as an iOS developer, by both learning Reactive programming and also focusing on introducing myself to new design patterns such as **Dependency Injection** and **Co-ordinators**.

2016-Present

BHenshall.co.uk - Personal portfolio website (github.com/Ben-Henshall/PortfolioWebsite)

Created a personal website as a centralised access point to any of my portfolio projects and host my CV.

Designed and constructed using HTML and SCSS.

Wrote two blog posts - a technical overview of my recently released app, RatesMate, and a short history about the developer community for PokemonGo.

Education

2013-16

BSc Software Development, University of Liverpool, First class

Relevant Modules include Mobile Computing, Software Development Tools and Software Engineering II.

As part of my final year project I designed and implemented a Java program able to dynamically compose music using the jMusic package. This helped to enhance my independent research skills as well as improving my planning, presentation & time management skills. The code for this project can be found at github.com/Ben-Henshall/jMusic-composer. I achieved a grade of 71% for this module.

Devised and developed a Java server/client application for displaying local tourist attractions alongside 4 other course members as part of my group software project module. I was responsible for the user interface implementation in Java Swing as well as designing the initial class architecture.

Competed in an assessed class Robocode competition and placed third out of thirty students.

2010-13

BTEC Level 3 extended Diploma in IT, Newcastle-under-Lyme College

Achieved a final grade of D*D*D.

2005-10

GCSEs, Sandon High School

7 GCSEs, all grades A-C. Includes English, Maths and Science.

Hobbies and Interests

- Avid watcher of football and tennis. Currently aiming to try and visit each of the tennis grand slams at least once.
- Represented the University of Liverpool pool society at a tournament in Great Yarmouth.
- I spend a large amount of my spare time playing video games, mainly MMORPGs, enjoying the culture surrounding them as well as the amount of statistical analysis available due to their depth. Recently, I have been playing a large amount of Path of Exile, an action RPG.
- I enjoy reading - mainly science fiction, which includes authors such as Isaac Asimov, Arthur C. Clarke and Douglas Adams.
- I take great interest in developments in artificial intelligence and the ethical/philosophical issues surrounding them, which intersects nicely with a lot of the hard science fiction I enjoy - especially Asimov.
- I watch a large amount of films and in 2010 finished my aim of watching every film in the IMDB top 100 list. My favourite directors include David Lynch and Paul Thomas Anderson.