

Mark Villar

Software Engineer

 mark@markvillar.dev

 github.com/markvillar

 /in/markvillar

Profile

Professional software engineer specialising in app development using SwiftUI, UIKit and Swift. Using different software architectures, I have worked on various iOS projects for popular sports apps, such as Premiere League, Rugby World Cup (RWC) and MotoGP. Highly proficient in using Git version control and follows professional software engineering principles and best practices.

Technical Skills

Languages

Swift, JavaScript

Frameworks & Libraries

- UIKit
- MapKit
- SwiftUI
- Google Maps & Places

Other Skills & Tools

- TCA
- MVVM
- VIPER
- Git
- REST APIs
- Charles Proxy

Professional Experience

iOS Software Engineer

January 2022 - Present

London, United Kingdom

- Produce clean and highly readable code that other team members can easily read and extend when needed.
- Track and communicate progress within a project across the project team, especially the Project/Product Manager.
- Manage test releases for internal and external use.
- Help to prioritise tasks.
- Support the iOS lead and squad in estimating the effort required to complete a task.
- Participate in code reviews.
- Develop new features for various projects within the company.

Software Developer

May 2020 - July 2021

Winchester, United Kingdom

- Heavily involved in developing and maintaining Librarian and other bespoke software used internally.
- Significantly reduced the number of tickets that the support team had to deal with, especially at peak hours, by automating the task of assigning each ticket to individual technicians who lived close to or within the vicinity of the school that needed support.
- Developed the company's prototype iPad app project, SignIn - aimed at primary and secondary schools.

Education

University of Portsmouth

BSc (Hons) Computer Science