Jason Sadler

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Staff iOS Developer focused on thoughtful teams, deliberate design, and technical excellence.

Employment

Staff iOS Developer, Bridgit

Senior iOS Developer, January 2019 - March 2022
Staff iOS Developer, March 2022 - December 2023

Bridgit Bench iOS App

- Created and led development of the [iOS app for Bridgit Bench](#), Bridgit's construction workforce management app for iPhone and iPad.
- Worked closely with our product, development, and QA teams to maintain consistent behaviour across all of our front-ends, while focusing on per-platform design conventions for the best user experience on each device.
- Mentored two junior mobile developers to become proficient in the Bench iOS codebase.
- Built a responsive and maintainable iPhone and iPad app by:
    - applying my extensive experience with UIKit, autolayout, and Core Data;
    - using tools like Reveal and Instruments; and
    - adopting useful new Apple technologies such as SwiftUI and diffable data sources.
- Created internal Swift Packages to make the app more modular and testable, and to enable it to support Home Screen widgets on iOS 14+ while still supporting earlier iOS versions.
- Built a proof of concept using the Apollo iOS GraphQL client to decrease load times on extremely large accounts from several minutes to a few seconds. Contributed to our GraphQL server implementation in TypeScript.

Bridgit Field iOS App

- Performed maintenance and performance tasks on Bridgit Field, Bridgit's offline-first construction defect tracking app, until it was sunset in 2023.
- Helped to complete a transition from Core Data to Realm DB in order to reduce first-sync times by more than 50%.

Software Development Processes

- Created and maintained a continuous integration and automated deployment pipeline using Bitrise and AWS.
- Wrote a suite of bash and Python scripts to help with continuous integration, and to improve the developer experience of managing build secrets and submitting pull requests.
- Wrote extensive developer documentation, both for internal developers working on the iOS app, as well as external partners integrating with Bench's [RESTful API](#).

Senior iOS Developer, Ever AI

Kitchener, July 2016 - November 2018

Ever iOS App

- Maintained and developed new features for the Ever iOS app, now discontinued. It helped its 220,000+ monthly active users to back up, organize, and relive their photos and videos.
- Collaborated with a multidisciplinary team to create a high-quality app focused on user experience and fluid UI.
- Led development of new onboarding, using A/B testing to increase upgrade rates by ~30%.
- Worked on an extensive cross-platform rewrite of the home feed in React Native.

Ever AI iOS SDK

- Led design and development of a computer vision iOS SDK, using Objective-C for maximum compatibility with customers' existing apps.
- Designed the API to guide developers into decisions that keep memory and CPU usage low.
- Made major performance improvements including speeding up face clustering by 45x.
- Wrote comprehensive SDK documentation, including a sample application written in Swift.
- Collaborated to ensure consistency between our Python, C++, Android, and iOS SDKs

Software Development Processes

- Introduced and led team retrospectives, and championed other agile practices.
- Managed multiple codebases and dependencies using Git, submodules, and Cocoapods.

Senior Mobile Developer, TribeHR / NetSuite

Kitchener, November 2012 - November 2015

Mobile

- Kickstarted mobile efforts at TribeHR, a now-discontinued HR information system
- Built an iOS app to increase employees' engagement with their employers.
- Began work on an Android app with a similar focus on quality and platform conventions.
- Our app won CRN.com's [2014 Enterprise App Award](#) for Human Capital Management.

Back-end

- Led architecture and development of a new notifications component. This project unified all of our email and push notification using Amazon SNS and Postmark.
- Designed, maintained, and documented the RESTful API used in the mobile apps.
- Contributed to the core TribeHR web / server code base, written in PHP using CakePHP.
- Participated in architectural discussions relevant to both Mobile and Core.

Software Development Processes

- Actively engaged in a thoughtful, reflective agile development process.
- Prepared continuous integration for our iOS app using XCTool, Ant scripts, and Jenkins.

Senior Developer, OpenText

Kingston, May - August 2008; Waterloo, June 2009 - November 2012

- Worked on iOS, Android, macOS, and Blackberry apps for [OpenText Tempo Box](#), an enterprise competitor to Dropbox
- Worked on faceted browsing in OpenText's content management system product.

Independent

Creator, Millibars

January 2024 - present

- Created an early stage iOS app to keep track of barometric pressure using SwiftUI. It is meant to help people with arthritic / orthopedic conditions track factors that may contribute to pain management. A TestFlight build is available at https://millibars.app.

Education

McMaster University

Graduated 2009 *summa cum laude*: Bachelor of Software Engineering and Society