

CURRICULUM VITAE - THOMAS VERBEEK

DATED 21/09/2017

PERSONAL DETAILS

1. First name(s): Floris Thomas Jaap
2. Last name: Verbeek
3. Date of birth: 01 November 1985
4. Nationality: Dutch
5. NZ visa status: Permanent resident
6. Dutch visa status: Dutch citizenship
7. Gender: Male
8. Marital status: Single
9. Children: None
10. Health: Excellent
11. Languages: English, Dutch
12. Website: www.thomasverbeek.com

PROFILE

I'm a senior iOS software developer with a solid foundation in computer graphics and software development. Armed with a good sense of humour, innovative thinking and an eagerness to learn, I work well in a team environment. As a team leader I've exercised patience and responsibility, as well as managed expectations with project stakeholders. I can work hard in stressful situations because I really enjoy what I do, especially if it leads to travel and presenting at conferences.

PROGRAMMING SKILLS

Super Pro: Swift, Objective C

Good: HTML and CSS, PHP, Javascript / JQuery

Rusty: C, C++, Java, OpenGL

KEY SKILLS

Apple Platforms:

- iOS, WatchKit and Mac OS
- Advanced Objective C and Swift
- Storyboards and XIB-based loading
- Autolayout and complex custom UI
- UITableView and UICollectionView
- Realm, CoreData and NSFetchedResultsController
- Photos Framework
- MapKit and Geolocation
- Keychain Management
- Touch ID (biometrics / fingerprint authentication)
- Mixpanel and Firebase for push notifications
- Google Analytics
- Social integration
- Cocoapods

Software Development:

- Object Oriented Programming
- Agile/Scrum Methodology
- VIPER, MVP and best practice design patterns
- Test & Behaviour Driven Development (TDD, BDD)
- Unit Testing and UI Testing
- Dependency Injection
- On-site contracting and project leadership

Graphics and Web:

- *ARKit and Augmented Reality*
- *Metal, OpenGL and ray-tracing*
- *Multi-dimensional procedural noise*
- *HVR Technology*
- *Areograph Technology*
- *Blender 3D*
- *HTML and CSS*
- *Javascript and JQuery*
- *PHP and Wordpress*

EMPLOYMENT HISTORY

Jan 2017 - Present

8i Limited

AR/VR technology startup

Wellington, New Zealand

Website: www.8i.com

Position: Senior iOS Engineer

Responsibilities:

- I'm one of 3 senior iOS developers in an agile squad of about 12 individuals. My speciality covers the implementation of complex custom user interfaces and architectural foundations. I'm known to solve the bugs people have given up on.
- I joined 8i when *Holo for iOS* was a mere prototype; we delivered a beta program and full-fledged production application to the App Store within 6 months.
- I implemented the bulk of the underlying architecture, particularly the authentication (signup, login, forgot password) and session management of the application, push notification services, analytics, media library management and playback, image & video capture preview and social sharing, character preview and details, deeplinking, beta build, settings and more. I'm also responsible for researching and championing the placement and interaction logic of Holos with ARKit.
- As the UI specialist on the team, I consult other developers on decisions regarding UI implementations.
- As a strong advocate of VIPER and protocol oriented design, I've helped educate fellow senior iOS developers regarding modular, testable design and architecture patterns around VIPER and MVP.
- *Holo for iOS* exceeded expectations on release and was featured by Apple on the App Store. It has been featured on TechCrunch, The Verge, VentureBeat, Fast Company and other international tech news. Our efforts aided in the securing of deals with Marvel to feature official content as part of the Spiderman: Homecoming release. Other content deals include Cosmopolitan, various sport and Youtube celebrities as well as micro-influencers.
- I'm currently doing extensive research in Metal.
- Notable projects:
 - [Holo for iOS](#)
- Key skills: Xcode, Swift, Realm, ARKit, Metal, Photos framework, XIB-based custom UI & autolayout, network management, session management, image caching, push notifications, keychain management, Test and Behaviour Driven Development (TDD/BDD), VIPER, dependency injection, Cocoapods and more.

Jan 2014 - Dec 2016

SUSH Mobile

Mobile Solutions Company

Wellington, New Zealand

Website: www.sushmobile.co.nz

Position: Senior (Lead) iOS Mobile Developer

Responsibilities:

- I served as a senior iOS mobile developer and eventually iOS Team Lead for both the Auckland and Wellington offices. I'm the guy they called to pull off their most ambitious projects. I worked on-site with various clients to represent the company.
- I architected apps from the ground up, pioneered new standards and practices, and conducted interviews and coding exams for new recruits.
- I worked in agile workflows using SCRUM, with a particular focus on VIPER and Test/Behaviour Driven

Development (TDD/BDD).

- I established and managed the Wellington branch of Sush Mobile for almost 3 years.
- Main programmer on the following projects:
 - [Kiwibank Mobile Banking for iOS](#)
 - [Kiwibank Home Hunter for iOS](#) - decommissioned in September 2016
 - [myIR Mobile for iOS](#) - decommissioned in November 2016
 - [Choice Bro for iOS](#)
 - ASB True Rewards for iOS - limited release as POC
 - Various other apps under NDA or released internally as B2B enterprise apps.
- Aided in the delivery of the following projects:
 - [NZ Blood Service Donor App for iOS](#) (management and supervision),
 - [MyFoodBag for iOS](#) (support and change requests),
 - [Sovereign Healthy for iOS](#) (change requests),
 - [QV HomeGuide for iOS](#) (support and change requests)
 - [NBS Mobile Banking for iOS](#) (support and change request)
- Key skills: Xcode, Swift & Objective C, Core Data, Touch ID, Core Location, Geocoding, MapKit, Storyboards, autolayout, UIKit, custom UI, network management, session management, image caching, push notifications, Bluetooth iBeacon integration, Test and Behaviour Driven Development (TDD/BDD), VIPER, dependency injection, deployment, security compliance and more.

June 2012 - April 2014 Sideline Junkies Limited
Sports Technology Startup Company
Dunedin, New Zealand
Website: www.waterboyapp.com

Position: Co-founder and Lead App Developer

Responsibilities:

- I am a cofounder of Sideline Junkies Ltd, and served as the lead iOS developer. I am the maker of Waterboy for iOS, an app for keeping up with local sport; I am responsible for the design and development of the entire app.
- Waterboy was an ambitious startup project, which dissolved due to conflict of interests.
- Notable projects: [Waterboy for iOS](#) (decommissioned in March 2016)
- XCode, iOS SDK, Objective C, Core Data, Core Location, Geocoding, MapKit, Storyboards, UIKit, real time asynchronous data syncing, push notifications, social media integration.

November 2008 - 2013 Areo
Photorealistic Rendering Research Company
Dunedin, New Zealand
Website: www.areograph.com

Position: Software developer, 3D designer

Responsibilities:

- I worked for the Areo Cinematic Games division as a software developer, coding for the episodic crime game series 'Casebook' - Demo, Episode I, II & III. My main responsibilities were minigame development, engine development and testing.
- I worked for the Areo Simulation division as a software developer, coding for their in-house point cloud manipulation and renderer tool AreoPlayer.
- I've reconstructed 3D models and scenes using Areograph technology for technical demos and products. These include 3D prototypes for Bizarre Creation's Project Gotham Racing research; visualising photogrammetry data for Rio Tinto mining excavations in Australia; the development of a touch-screen booth application (Virtual Smith Gallery) for the Otago Settlers Museum in Dunedin, New Zealand.
- Areo received United Nations World Summit Awards for creativity and innovation in ICT for Casebook (2009) and Areograph technology (2011).
- Notable projects: [Casebook the Game](#), [Areo Hawk](#)
- Key skills: C++, Python, QT, Lua, Actionscript, Windows, Visual Studio, Blender, Areograph technology.

Aug 2012 – Nov 2012 **Tiki Wai Limited**
 Ecological Innovation Company
 Dunedin, New Zealand
 Website: www.globelet.com

Position: Innovator, Software Developer
 Responsibilities:

- I served as the lead software developer for Tiki Wai Limited, a startup venture utilising ecological plastic cups called Globelets to reduce environmental impact of waste. I created the first iterations of the Globelet and Tiki Wai website, its online mapping tool, and the accompanying iOS app Tiki Wai Me!.
- Website: design and development, custom Wordpress template design and implementation, Google Maps API, JQuery/Javascript, PHP, HTML, CSS.
- iOS app: design and development, MapKit, Core Location, Google Maps KML parsing, Storyboards, UIKit.

July 2011 – Sep 2011 **Too Hard Basket Ltd.**
 Software Development Agency
 Rooftop Level, Forsyth Barr House
 165 Stuart Street, Dunedin 9012, New Zealand
 Website: www.toohardbasket.com

Position: Contract software developer
 Responsibilities:

- Contract iOS development for the augmented reality app discovAR (www.discover.in): a real-time Augmented Reality iPhone app for discovering Dunedin Heritage and Art. XCode, iOS, Objective C, Cocoa Touch. I was responsible for fixing bugs and implementing small features.
- Notable projects: [discovAR for iOS](#)

Feb 2010 – June 2011 **University of Otago**
New Zealand Tertiary Institution
PO Box 56, Dunedin 9054, New Zealand
Website: www.otago.ac.nz

Position: Lab Demonstrator

Responsibilities:

- Teaching introductory and advanced web development and digital media courses for COMP112 and COMP212 in Summer School, Semester 1 and Semester 2.
- Skills taught include HTML, CSS, PHP, AJAX, Javascript, Unix and MySQL.

Nov 2009 – Feb 2010 **University of Otago**
New Zealand Tertiary Institution
PO Box 56, Dunedin 9054, New Zealand
Website: www.otago.ac.nz

Position: Summer Internship Researcher

Responsibilities:

- Developed a virtual hang glider simulator, which included a physical steel frame with suspended harness; a hemispherical domed screen with domed projection mirror distortion; a virtual navigated landscape with camera tracking and hang glider physics.
- Developed using XCode, OpenGL and C++ for Mac OS X.
- Featured at the Otago University International Science Festival 2010, Otago Museum ASPAC Conference 2010; 2 page interview in Apple University Consortium Magazine: Wheels For The Mind, Summer 2010 (www.auc.edu.au/media/wheels/Wheels_2010_Summer.pdf)

EDUCATION

Mar 2010 – 2013

University of Otago

New Zealand Tertiary Institution

PO Box 56, Dunedin 9054, New Zealand

Website: www.otago.ac.nz

Degree: Masters of Science (Computer Science) – Thesis finalist

Research topic: *Mathematics for solid noise texture generation*

Estimated completion date: deferred

Feb 2006 – Nov 2009

University of Otago

New Zealand Tertiary Institution

PO Box 56, Dunedin 9054, New Zealand

Website: www.otago.ac.nz

Degree: Bachelor of Science (Computer Science) – First Class Honours

Academic record available on request

PROFESSIONAL DEVELOPMENT AND ACHIEVEMENT

- Conference attendee at Apple's World Wide Developer Conference (WWDC) in San Francisco, United States, June 2015.
- Presenter at Apple University Consortium's CreateWorld Conference in Brisbane, Australia, February 2014. Session title: "From Photo to Photorealistic - Digitising the Planet".
- Conference attendee at devmob™ Mobile Development Conference in Dunedin, New Zealand, November 2013.
- Presenter at Apple University Consortium's /dev/world Conference in Melbourne, Australia, September 2013. Session title: "Waterboy - From AUC to the All Blacks".
- Presenter at Apple University Consortium's CreateWorld Conference in Brisbane, Australia, December 2012. Session title: "Virtual Cooperative Sculpture".
- Presenter at Apple University Consortium's /dev/world Conference in Melbourne, Australia, September 2012. Session title: "Integrating the <video> element using HTML5".
- Presenter at Apple University Consortium's CreateWorld Conference in Brisbane, Australia, November 2011. Session title: "Playtime – Student Animation at Otago – A screening and Discussion".
- Presenter at Apple University Consortium's /dev/world Conference in Melbourne, Australia, September 2011. Session title: "Introducing the <canvas> element with HTML5".
- Conference attendee at Apple's World Wide Developer Conference (WWDC) in San Francisco, United States, June 2011.
- Developed a 3D animation titled 'Playtime', completed in April 2011, which was submitted to various international film festivals and presented at AUC CreateWorld 2011. (www.thomasverbeek.com/playtime)
- Conference attendee at Apple University Consortium's /dev/world Conference in Melbourne, Australia, September 2010.
- Conference attendee at Apple's World Wide Developer Conference (WWDC) in San Francisco, United States, June 2010.
- Recipient of the Apple University Consortium's Student Developer Scholarship. This included an Apple Macbook Pro, a 1-year Apple Developer Program Membership, 2 scholarships to attend Apple's WWDC conference in San Francisco, USA and 2 scholarships to attend AUC's /dev/world conference in Melbourne, Australia. This scholarship was awarded for 2010 and 2011.
- Recipient of the Trigg Memorial Bursary Scholarship 2005, sponsored by the Kaitaia Returned Services Association.

HOBBIES

Skateboarding, snowboarding, movies, travel and culture, sketching and craft beer appreciation.