BEN DODSON
iOS Developer

contact
ben@bendodson.com

based in
Leicester, UK

more details
https://bendodson.com/

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Profile

I am a UK-based freelance iOS, watchOS, and tvOS Developer and consultant with a wealth of experience with both big brands and small businesses. I have published a number of my own apps, including WallaBee which was recently named the 'Best European Gaming Startup of 2012' and Highlights which was featured as an 'iPad App of the Week' and 'Best of 2011 Rewind' by Apple. My recent client work has included the Channel 4 Horse Tracker, The Great British Bee Count, Million Pound Drop, Nectar Card, and The Million Second Quiz, all of which have reached #1 in the App Store charts. In addition, I have worked on apps for global pharmaceutical companies, some of the biggest names in Formula One, Esteé Lauder, Bobbi Brown, Glenfiddich, and Oxford University. As well as iPhone, iPad, Apple Watch, and Apple TV development, I also work as a PHP developer specialising in API development for iOS apps (both my own and those for my clients). You can find out more about me, my personal projects, and my work at bendodson.com

Experience

Director, Dodo Apps Ltd Leicester, 2009-Present

I decided to begin work as a contractor in May 2009 and quickly built up a large number of web development clients ranging from ecommerce sites to complex algorithms for dating agencies. With the release of the iOS 2.0, I decided to learn Objective-C and quickly gained clients who were keen to be first on the App Store. In September 2009, I was featured on Channel Five's "The Gadget Show" in which I built an application named "Social Beacon" that became the fourth most downloaded app in the UK.

During 2010, I worked with several large brands such as L'Oreal, Nectar, and Sainsburys. The introduction of the iPad led me to work with a large publishing agency in London on numerous magazine prototypes for clients such as Virgin, Boots, Barclaycard, and more.

In 2011, I split my time between writing my own applications and working on the iOS app and PHP backend of Expense Magic, a company that processed expense receipts. I was instrumental in getting their product to launch and in helping them sell the company the following year. I received great success with my own app, 'Highlights' (a worldwide travel guide) which was featured by Apple as their 'iPad App of the Week' and again in their 'Best of 2011 Rewind'.

In 2012, I spent the majority of my time working on my item collecting game, WallaBee, which quickly found success and was named 'European Gaming Startup of the Year 2012' at Nonick 012. I also did some work on an internal iPad app for a global pharmaceutical company and on an iPad app for the Blavatnik School of Government at Oxford University.

In 2013, I turned my attention to "second screen" experiences and worked on The Million Pound Drop app for Channel 4. In addition, I became an expert in audio time syncronisation (being able to sync the audio from your TV with the action on your iOS device) and put this to use in an app for The Million Second Quiz and Channel 4 Horse Tracker, both of which reached #1 in the US and UK respectively. I also continued to work on my game, WallaBee, which is now played every second of the day in over 100 countries.

In 2014, I worked with several smaller companies including kontent, LOLy, and IslandBreak. In nearly all of the apps I worked on, I dealt not just with the iOS code but the UX and backend as well. With the launch of iOS 8, I started to work exclusively in Swift and worked on several exciting new technologies such as keyboards, Apple Watch development, and iBeacons.

In 2015, I focussed on keeping my time split between work I continue to do on WallaBee and interesting small projects to keep me up-to-date with the latest in iOS development. During the

year, I published iOS apps for Glenfiddich, LOLy, The Great British Bee Count, Brapp, and Chipp'd. In September, I sold WallaBee to Munzee Inc; I remain as a shareholder and advisor. Towards the end of the year, I worked on an Apple Watch app for Natural Cycles as well as self publishing Pocket Rocket, my own app for reading Pocket articles efficiently on iPad Pro. I also started a podcast, *The Divide,* which covers tech, development, and other geeky topics.

In 2016, I published the iPhone app for Munchkin Report. I worked on an Apple TV app for Calm Radio and was subsequently hired to redevelop their iPhone and iPad apps. I created updates for previous projects Brapp and Great British Bee Count and published Clinix, an app for video appointments with your NHS GP. I spent several months working with a client on some Formula 1 iPad games (featuring some of the most well known drivers) which were used privately at marketing events during various races around the world. I also spent more time working on my own apps including Music Tracker which was featured on macrumors.com. I started another podcast, *Connecting to Host*, which is about video games from the perspective of co-op play. Later in the year, I worked with New York based startup TRIM to build their haircut booking app and began work with a new client on an enterprise-level app which connects to a bluetooth medical device for a major sporting event. I also worked on iOS 10 iMessage apps for several clients. In October, I launched an app named Vortech which helps LEGO Dimensions fans keep track of their collectibles and abilities. At the end of the year, I worked on Sporta for keeping track of upcoming sports fixtures and I worked on a heart rate monitoring app for the Channel 4 TV show *Alan Carr's Happy Hour*.

At the start of 2017 I worked on an app named AlcoPath for prescribing clinicians to assess a number of alcohol related diseases. I also worked with Yabla, a company that is revolutionising language learning, on their iOS app as well as doing some prototype work for a potential Apple TV app. During the spring I worked with Brapp on further updates to their existing app, with Omega Streaming on a number of tvOS projects, and with Elliott Brock on a technically complex "reaction cam" app. I was also invited to work on a new version of the Great British Bee Count for the 3rd year running.

Senior Developer, Pod1 London, 2008-2009
Working as a Senior Developer, I spent a lot of time working with the in-house CMS and performing managerial duties such as interviewing prospective employees and dealing with team management issues when the Development Manager was unavailable. I played a key role in front end javascript development using jQuery and performed a Lead Developer role on the largest project that Pod1 ever had - this involved planning, scheduling work amongst the team of 6 developers, liaising with key members on the client side, and actually building functionality both on the front and back end.

Development Manager, Spring Digital London 2006-2009
I was originally hired as a Developer before progressing to Senior Developer and Development Manager within 18 months. I managed a team of 6 PHP developers day-to-day as well as interacting with clients, QA'ing designs, approving contracts and briefs, and reporting to Senior Management. I built highly bespoke internal systems in order to boost efficiency as well as working on clients websites. Due to efficiencies gained from new internal systems, templates, and a hands on approach to scheduling, I tripled the development departments "completed tasks" figures within 3 months. I was also instrumental in setting up an outsourced development department in Cape Town.

Education
University of Exeter — BA Politics, 2003-2006
King William's College, Isle of Man — A Levels (Music, IT, Chemistry, Politics), 1997-2003

Skills

- iOS Development (iOS 2 to iOS 10, Objective-C and Swift 1 to 3 (preferred), ARC and non-ARC, In-App Purchases, GameCenter, Background Refresh, Push Notifications, Core Location, Social Kit, Extensions, Bluetooth, Keyboards, iMessage Apps, Apple Watch with watchOS 1 to 3, Apple TV with tvOS)
- PHP (4&5, OO, preferably using Lumen), HTML / HTML5, JavaScript (jQuery mainly), CSS / CSS3
- UX & UI for iOS, tvOS, and watchOS - I'm incredibly picky about good UX
- Full knowledge of all iOS, tvOS, and watchOS guidelines and App Store policies

Interested in

Full-time: I am not currently interested in any full-time roles.

Contracts: I generally work on short projects (less than 3 months) that are of personal interest to me. I charge £600+VAT per day and work remotely.

Portfolio / References

See https://bendodson.com/ for my portfolio.