

Chris Comeau

Senior iOS/macOS Developer

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Languages: English, French (fluent)

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GitHub: github.com/chriscomeau

Portfolio: chriscomeau.com/portfolio

AppStore: skyriser.com/appstore

Summary:

Senior iOS/macOS developer with 12+ years of experience in Objective-C, Swift, and SwiftUI. Specializing in crafting high-performance apps with exceptional user experiences, including calendar, health-tech, and personal finance apps. Proven track record of delivering polished apps for top companies and developing innovative personal projects.

Work Experience:

Freelance/Independent iOS/macOS Developer

(July 2024 to present)

- Working on freelance iOS projects (politics event planning, social restaurant startup, AI photography startup), SwiftUI, Mapkit, Cursor
- Working on fintech personal projects for iOS & Mac app store (finance/crypto APIs, Swift, SwiftUI)

Senior iOS Developer

Maple Media (June 2022 to June 2024)

- Enhanced and maintained multiple iOS apps, delivering new features, bug fixes, and monetization strategies.
- Key contributions: WeekCal (calendar app), Fooducate (diet/tracking app).
- Technologies: Objective-C, Swift, SwiftUI, widgets, Catalyst

Senior iOS/macOS Developer

Flexibits (July 2021 to June 2022)

- Contributed to Fantastical and Cardhop, leading calendar and contact apps on iOS/macOS.
- Focused on performance optimization and UI improvements using Objective-C, Swift, and AppKit

iOS Developer

Carebook (August 2020 to June 2021)

- Health-tech company, fully remote, Swift, SwiftUI, RxSwift, FHIR medical standards

iOS Developer

Shopify (May 2019 to November 2019)

- Built features for the merchant admin app using Swift 5 and GraphQL
- Conducted PR reviews and managed tasks in GitHub

iOS/macOS Developer

Druide informatique (September 2015 to May 2019)

- Led development for French/English grammar correction apps on iOS and macOS.
- Enhanced UI with AutoLayout, dark mode, and modern design patterns

iOS Developer

Guarana Technologies (April 2014 to September 2015)

- Lead iOS developer on iPhone/iPad/WatchKit apps, CoreBluetooth, MapKit, WebKit, CocoaPods, Parse backend
- Contact clients for features/feedback/feasibility

iOS Developer

Face3Media (September 2013 to September 2015)

- Lead iOS developer on multiple iPhone/iPad apps, custom PHP backend APIs
- Contact client for features/feedback, testing (TestFlight)
- Validate technical feasibility of client proposals, estimates

iOS Developer

OMsignal (May 2013 to September 2013)

- Montreal health startup in the bio-sensing clothing industry (based on Hexoskin), UI animations, CorePlots, backend API

Independent iOS/macOS Developer

Skyriser Media (January 2004 to present)

- Worked on **Freelance** iOS/macOS projects with startups/agencies:
 - ScoreBreak: Sports startup, worked on feature enhancements
 - Spectrum DT: App agency, working on iOS health-related app
 - bMod Communications: Pharma marketing iPad app updates
 - Oomf (now Crew/Unsplash): FounderFuel startup, prototype MVP
- Worked on **personal** iOS/macOS/web projects:
 - TickerBar: macOS stock and crypto ticker bar with a scrolling, accessing multiple finance APIs
 - CryptoCalc: iOS/macOS cryptocurrency calculator and converter, accessing multiple finance APIs, Catalyst
 - Password Grid: Security app with a unique grid-based password generator
 - Daily Wallpaper: Wallpaper app with PHP/MySQL backend and daily updates, with AI generated images

Key Skills:

Programming Languages:

- Objective-C, Swift, SwiftUI, C++, PHP, MySQL
- AI/LLM: Cursor, Claude, ChatGPT, CodeRabbit

Mobile Development:

- iOS: Swift, SwiftUI, UIKit, Widgets, StoreKit, CloudKit, MapKit
- Networking: GraphQL, Firebase, URLSession, SQLite, Supabase, caching, CloudFlare, SSH
- Android basics, Kotlin/Java

Desktop Development:

- macOS: AppKit, Swift, SwiftUI, Objective-C, Catalyst

Tools & Workflows

- Version Control: Git, GitHub, SourceTree, BitBucket
- CI/CD: Fastlane, Bitrise CI
- Project Management: Jira, Github issues, Trello, Basecamp, Agile/SCRUM

Education:

DigiPen (Vancouver, British-Columbia)

(1998 to 1999)

- Graduated from DigiPen, a specialized school in video game programming and design

Champlain College (St-Lambert, Quebec)

(1997 to 1998)

- Pure and Applied Sciences, with optional courses in Computer Science