
SAM OAKLEY

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Profile

I'm an Android and iOS developer, currently working full-time on native apps for both platforms. I also have several of my own apps available of the respective stores, which have received many downloads and favourable reviews. I'm looking for a position which challenges me in new and exciting ways, and helps me grow as a developer.

Experience

Solo Developer, Pinner — 2012-Present

Pinner is my main personal project - a universal iPhone and iPad app for viewing, adding, editing and browsing bookmarks retrieved through the Pinboard.in service. Recently updated for iOS 8, it currently it has several thousand downloads and a 4.7 star review average.

Senior Software Developer (Mobile), 3Squared — 2013-Present

After a year with 3Squared I was promoted to a more senior position and began to take on responsibility for implementing new code standards and a move towards automated unit testing and continuous integration, in addition to my existing duties.

Software Developer (Mobile), 3Squared — 2012-2013

In this role I worked across Android and iOS - the only developer with both skill sets - producing great phone and tablet apps for both platforms. I worked on many projects for 3Squared's high-profile clients, delivering quality software each time. During this period I pushed for the team to transition to more modern practices, such as moving from SVN to Git, adopting ARC in our Objective-C code, and implementing code reviews.

Android Developer, GMedia — 2011

The company had an existing iOS app with internet radio functionality and wished to bring this to Android. I developed a full native version redesigned from the ground-up to take advantage of Android features, such as interactive notifications and widgets. The application was easily customisable, allowing the company to rebrand and resell it to their many customers in the radio sector.

Web Developer, Websell Masters — 2008-2011

Worked to produce high quality websites, mainly focusing on the tourism industry. My role was full design and development of the sites.

Education

University of Sheffield — Software Engineering (MEng)

Degree classification: First Class Honours

The degree course focused on practical software development including building web apps in Java and Ruby on Rails, mobile apps for iOS, the use of version control, and gaining practical experience by developing projects in groups for actual clients. Other aspects included Natural Language Processing, which was the subject of a research paper written in my final year.

Skills & Languages

- Objective-C & Cocoa Touch, Xcode
- XCTest
- Java & Android SDK, Eclipse, Android Studio
- JUnit
- Python
- Git & other DVCS

Publications

Sam Biggins, Shaabi Mohammed, Sam Oakley, Luke Stringer, Mark Stevenson, and Judita Priess. 2012. `University_of_Sheffield`: two approaches to semantic text similarity. In Proceedings of the First Joint Conference on Lexical and Computational Semantics - Volume 1: Proceedings of the main conference and the shared task, and Volume 2: Proceedings of the Sixth International Workshop on Semantic Evaluation (SemEval '12). Association for Computational Linguistics, Stroudsburg, PA, USA, 655-661.

Relevant Links

- [Pinner](#)
 - [App Store developer page](#)
 - [Google Play developer page](#)
 - [GitHub profile](#)
 - [Homepage](#)
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