

JONATHAN THOMAS

Luxolis | iOS Developer

Dec 2022 - Sep 2023

- Led the development of the **Luxolis 3D Scan** app, taking full product ownership and overseeing multiple App Store releases
- Worked extensively on all aspects of the app, with a primary focus on 3D graphics, API integration, deep linking and responsive UI design
- Implemented LiDAR room scanning and 3D renderer using ARKit, SceneKit and Filament to ensure a seamless end to end scanning workflow
- Successfully completed a comprehensive UI/UX redesign and developed a new onboarding flow integrating Firebase social auth and Facebook analytics to increase user retention 3x
- Utilized MVC architecture and followed iOS best practises to ensure a scalable and maintainable codebase

Enriched Ag | Software Engineering Intern

May 2021 - Aug 2021

- Designed and implemented image stabilization process using SIFT feature mapping to correct camera shake on object detections
- Refactored tracking pipeline to process thousands of hours of footage to improve detections by several feet of perceived motion

Swift Medical | iOS Developer Intern

Jan 2021 - Apr 2021

- Spearheaded iOS pilot app for Johnson & Johnson digital wound care study undergoing several rounds of certification, QA and beta testing via TestFlight
- Designed and developed workflow to take thermal images and identify inflammation via Bluetooth peripheral device using Objective-C and UIKit

Autodesk | Software Developer Intern


Jan 2019 - Apr 2019


- Developed human activity recognition features for multi-person tracking using OpenCV pose detection and homography techniques
- Optimized serialization pipeline of collected footage significantly reducing compute time


Royal Bank of Canada (RBC) | Software Developer Intern


May 2018 - Aug 2018

- Developed programs in python and BRAINscript using Dataverse to automate manual processes within the finance department
- In charge of the month end securities process (now completely automated) handling over 250k lines of journal entries per month

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 jonathan-thomas

EDUCATION

University of Waterloo

B.A.Sc, Mechatronics
Engineering

SKILLS

Languages:

Swift
Objective-C
Python
C++
Bash / Shell
HTML
Matlab

Technologies:

UIKit
SwiftUI
ARKit
SceneKit
Firebase
AlamoFire
Git
AWS
OpenCV

PROJECTS

Jargon Bot

Built a Slack messaging bot using Python to define technical jargon and internal acronyms for new hires

Comuni

Designed and built a native iOS app for short term student housing and roommate matching using SwiftUI with Firebase integration