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# Benjamin Mayo

## Curriculum Vitae

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### Experience

#### **9to5Mac.com News App — January 2015–Present**

Nearing completion, a breaking news terminal style app for popular website [9to5Mac.com](http://9to5Mac.com). The app uses custom UI throughout to deliver a branded experience for readers. Push notifications offer realtime updates on new stories and exclusive content with adaptive layouts for iPhone and iPad.

#### **iOS Developer, CheckBottle — August 2014–December 2014**

Currently in development, CheckBottle is currently targeting to be available alongside iOS 8, requiring Apple's latest OS to be able to focus on the new features. The project involves close communication with the founder to ensure pixel-precision in the final product. Interactive notifications allow users to seamlessly manage their medication without opening the app.

#### **Writing Aid, iPhone App — March 2014–Present**

Although effectively a weekend project, Writing Aid had strict focuses on design and user experience. After working for other people for a good period of time, it was refreshing to solely drive a project through to the App Store. Writing Aid received high praise from MacStories, iMore, AppAdvice and more. It consistently ranks highly in its category, and an iOS 8 update including a 'Word of the Day' widget is in the works.

#### **iOS Developer, Southampton Buses — December 2013–July 2014**

I coded and designed a bus app for a UK town. The app exploits a wide range of iOS features, such as MapKit, Core Location and other technologies. The app also used the latest iOS 7 enhancements, such as view controller transitions, UIKit Dynamics and NSURLSession.

#### **iOS Contractor, Fat Cigar Productions — March 2013–September 2013**

I worked with Fat Cigar on several projects for the iPad, allowing me to draw on a wide range of skills, including using StoreKit for the first time in a end-user product. I also worked with Fat Cigar on an app for personal insurance, which required implementation of complex math routines (for computing monthly payments) as well as UI features like form validation and drag and drop.

#### **Blogger, 9to5Mac.com — March 2013–Present**

The success of my own personal blog drew the attention of 9to5Mac, who asked if I could join the team to bring a developer perspective to the group. This gelled well with my love for Apple's products and its corporate structure and I have played a key role in maintaining the site's prestige since joining the team.

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### **Cloudier, iPhone App — October 2012–February 2013**

In collaboration with a designer, I created a critically acclaimed CloudApp client for the iPhone. I was responsible for the entire engineering codebase, as well as played a large hand in the app's general animations and visual structure. The app was widely recognised by the app industry, with mentions on The Verge, 9to5Mac, Beautiful Pixels and many more. The app has since been acquired by CloudApp to become their official first-party client for the iPhone.

### **Rabobank, Work Experience — August 2012**

In the interim between secondary school and university, I undertook two weeks of work experience at the London branch of Rabobank, a Dutch multinational investment bank. I shadowed in a wide range of departments, including legal, IT services and several days on the main trade floor.

### **BenjaminMayo.co.uk — June 2012**

Due to my intense interest in Apple as a company, and my burgeoning aims to enter iOS development, I began a general-purpose blog with a focus on Apple and the wider tech industry. My opinions and observations have been featured by major publications like Daring Fireball, The Next Web, MacStories amongst others on a regular basis.

### **Bingo Machine, iPhone Application — March 2011–Present**

Based exclusively on independent learning through iTunes U resources and other online material, I built my first iPhone application alongside my school studies. The success of the application has meant I have been able to devote more and more time to the project, rapidly improving design and functionality as I built up my skills in Objective-C. A dramatic rethinking of the app is scheduled to launch alongside iOS 8, representing my first venture into Swift programming.

## **Education**

### **University of York, BSc Economics — 2012–2015**

*Attained 2.1 BSc Economics*

### **Goffs School, A Levels — 2010–2012**

*Economics (A), Mathematics (B), History (B), English (B)*

### **Goffs School, GCSEs — 2008–2010**

*History (A\*), English Language (A\*), English Literature (A), Mathematics (A), Physics (A\*), Chemistry (A\*), Biology (A\*), Business Studies (A)*

Academically, I substantially outperformed my peers at secondary school. This resulted in the school moving me to an accelerated learning program in Year 8, which meant I finished school (and began university) a year ahead of my age group.

## **Other Skills**

From the age of 9 to 17, I trained several hours a week at a county summing club and regularly participated in county-level galas for the team. In 2011, I also dedicated significant time and energy to achieve a Bronze Duke of Edinburgh award and became NPLQ qualified in lifeguarding. Independently, I have become proficient with professional card magic and established a career in iOS development. I love working with other designers and engineers to iterate and improve the state of software, particularly on iOS.

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