

# JACK FOSTER

Address: 155 Fleet Street, Portsmouth, NH 0380, United States of America

Email: [jfoster.mir3323@gmail.com](mailto:jfoster.mir3323@gmail.com) Contact: (603) 828-1819

*'CREATING VALUE FOR CLIENTS THROUGH AN ORGANIZED METHODOLOGY'*

## LEAD DEVELOPER – MOBILE APPLICATION

### TECHNICAL EXPERIENCE

#### iOS, Android and Web Platform

**Technical Languages:** Objective C, C, C++, Core JAVA, PHP, XML, JSON, SOAP,

**IDE:** XCODE( 3.2.5, 4.2, 4.3.2, 4.5 & 4.6 ), ECLIPSE with ADT, NetBeans 6.7, Dreamweaver

Enhanced turnover by 30% through development of new revenue streams

**Mobile Technologies:** iPhone/iPad Application by ObjectiveC, PhoneGap, Cocos2d & Cocos2d-x

Webservices – SOAP, GET, POST etc (by PHP, Dot Net, Amf Php),

Data Parsing - Json & Xml, Navigation Controller, SQLite, Plist, Notification,

Delegates & Protocol, Mapkit, Memory Management, TableView etc.

File Handling, Encoding – Decoding (i.e encryption).

Animation and Gesture related task upto certain level.

**Database:** SQ LITE3, SQL SERVER 2000, ORACLE 10g

**Library:** Ksoap2, GSON

**Operating System:** Windows, Linux, Mac OSX & IOS.

#### Some iOS & Android Projects

##### iOS Projects

(A) 逃げろトン助! - [English – Running Pig]

iTunes Link: <https://itunes.apple.com/us/app/taogeroton-zhu!/id667795416?mt=8>

DEPLOYMENT TARGET : iPhone/iPad

TOOLS : SDK (XCODE 4.6.2) + Cocos2d-x (2.1),

PLATFORM : IOS

LANGUAGE USED : OBJECTIVE C, C++

FRAMEWORK : COCOA TOUCH, COCOS2D-X

HARDWARE USED : MAC

RESPONSIBILITY : CODING & IMPLEMENTATION.

(B) SUZUME ~ スズメ日本侵略 ~

iTunes Link: <https://itunes.apple.com/us/app/suzume-suzume-ri-ben-qin-e/id863734459?mt=8>

DEPLOYMENT TARGET : iPhone/iPad

TOOLS : SDK (XCODE 4.6.2) + Cocos2d-x (2.1),

PLATFORM : IOS

LANGUAGE USED : OBJECTIVE C, C++

FRAMEWORK : COCOA TOUCH, COCOS2D-X

HARDWARE USED : MAC

RESPONSIBILITY : CODING & IMPLEMENTATION.

(C) Zombie Road

iTunes Link: <https://itunes.apple.com/us/app/zonbirodo/id680985946?mt=8>

DEPLOYMENT TARGET : iPhone/iPad  
TOOLS : SDK (XCODE 4.6.2) + Cocos2d-x (2.1),  
PLATFORM : IOS  
LANGUAGE USED : OBJECTIVE C, C++  
FRAMEWORK : COCOA TOUCH, COCOS2D-X  
HARDWARE USED : MAC  
RESPONSIBILITY : CODING & IMPLEMENTATION.

(D) 蚊蚊蚊ッ！

iTunes Link: <https://itunes.apple.com/us/app/wen-wen-wen-tsu!/id672587178?mt=8>

DEPLOYMENT TARGET : iPhone/iPad  
TOOLS : SDK (XCODE 4.6.2) + Cocos2d-x (2.1),  
PLATFORM : IOS  
LANGUAGE USED : OBJECTIVE C, C++  
FRAMEWORK : COCOA TOUCH, COCOS2D-X  
HARDWARE USED : MAC  
RESPONSIBILITY : CODING & IMPLEMENTATION.

(E) SearchOMatrix

iTunes Link: <https://itunes.apple.com/us/app/searchomatrix/id558158586?mt=8>

DEPLOYMENT TARGET : iPhone/iPad  
TOOLS : SDK (XCODE 4.3.2),  
PLATFORM : IOS  
LANGUAGE USED : OBJECTIVE C  
FRAMEWORK : COCOA TOUCH  
HARDWARE USED : MAC MINI  
RESPONSIBILITY : DESIGN, CODING & IMPLEMENTATION.

## **Android Projects**

(A) Speedco

Play Store Link: <https://play.google.com/store/apps/details?id=com.aceast.speedco>

(B) Footy Coach

Play Store Link: <https://play.google.com/store/apps/details?id=com.c8apps.coach.footy&hl=en>

(C) School Space Media

Play Store Link: <https://play.google.com/store/apps/details?id=com.schoolspacemedia.ssm&hl=en>

(D) Punc2Al

Play Store Link: <https://play.google.com/store/apps/details?id=app.pun2tual>

(E) Diamond World

Play Store Link: <https://play.google.com/store/apps/details?id=com.diamondworldltd.android>

## ACADEMICS

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→ **Degree in Sociology** - Suffolk University, Boston, Massachusetts

**Languages Known:** English [Native]