

JAMES FOLK

Mobile Developer | iOS · Android · Flutter | Swift · C++ · Dart

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SUMMARY

Mobile developer shipping since 2013. My own app, Reword Me, is live on the App Store today (Swift, UIKit, StoreKit, 12 languages). My VoiceOver accessibility work ships inside discovery+, an iOS app carrying 4.9 stars across 912,000+ ratings. Earlier: the official CA Flowdock iOS and Android apps and a TouchID authentication framework at CA Technologies, the AR Designer iOS app at Verizon's envrmnt AR/VR unit, a native computer vision Android app at Zebra Technologies, and IoT sensor apps for iOS and Android. Current cross-platform work is Flutter, one Dart codebase building for six platforms. 20+ years of software engineering underneath.

SHIPPED APPS

- **Reword Me** (my own app, 2026, iOS). AI text rewriter for iMessage; Swift, UIKit, StoreKit subscription, 12 languages, full VoiceOver support. Live on the App Store, rated 5.0.
- **discovery+** (Warner Bros. Discovery, 2020 to 2022, iOS and tvOS). VoiceOver accessibility in Swift; the iOS app carries 912,000+ App Store ratings.
- **CA Flowdock** (CA Technologies, 2014 to 2016, iOS and Android). The official mobile apps of CA's team chat product, retired with the product at the end of 2022.
- **AR Designer** (Verizon envrmnt, 2017 to 2019, iOS). Swift app for envrmnt's AR creation platform, launched April 2018.
- **Computer vision on Android** (Zebra Technologies, 2019 to 2021). Native NDK/C++ app; three-thread refactor, OpenGL ES 2 rendering work.
- **Sensor apps** (Green Energy Research, 2013 to 2019, iOS and Android). Live data from 24 device types with real-time plotting and embedded-device video streaming.
- **One Group Central** (my own product, live on the web). Flutter client building for web, iOS, Android, macOS, Windows, and Linux from one codebase; live on the web at onegroupcentral.com.

CORE SKILLS

iOS: Swift, UIKit, Objective-C, iMessage extensions, StoreKit subscriptions, TouchID/biometric auth, VoiceOver and Dynamic Type, App Store submission end to end

Android: Java, NDK and native C++, multithreaded camera and processing pipelines, OpenGL ES 2

Cross-platform: Flutter and Dart building for six platforms; camera capture, on-device ML Kit text recognition, push notifications (FCM), flutter_secure_storage

Backend for Mobile: C++ (Crow), REST and OData JSON APIs, RS256 JWT auth, PostgreSQL, Redis, S3 presigned uploads

Practice: Unit/integration/golden testing, CI (GitHub Actions, Jenkins), code review, Git, profiling on constrained devices

MOBILE EXPERIENCE

Founder / Principal Engineer | [NJLIGames Ltd](#)

October 2010 - Present · Mount Sinai, NY

- Built and shipped Reword Me solo: an iMessage extension that rewrites a drafted text with AI before sending. Swift, UIKit, StoreKit subscription, AdMob, localized in 12 languages, live on the App Store (2026).
- Built One Group Central, an all-in-one private member portal: a Flutter client compiling for web, iOS, Android, macOS, Windows, and Linux from one codebase (camera capture, on-device ML Kit OCR, FCM push, secure token storage), backed by a C++ server I also wrote. Live on the web.
- My two daily games, Proven Sudoku and Musicianle, are Flutter clients as well; live on the web with the Proven Sudoku iOS release in progress.

Senior Software Engineer | [Warner Bros. Discovery](#)

January 2020 - June 2022 · Remote

- Implemented VoiceOver accessibility in the discovery+ iOS and tvOS applications in Swift; the iOS app carries 4.9 stars across 912,000+ App Store ratings (as of August 2026).
- Also built screens and enhanced the event system for the discovery+ Roku app, and integrated the Kochava SDK.

Lead / Senior Software Engineer | [Zebra Technologies](#)

August 2019 - May 2021 · Holtsville, NY / London, UK

- Led a computer vision project on Android in a native NDK and C++ codebase: refactored a single-threaded app into a three-thread architecture and improved its rendering performance with OpenGL ES 2.

Software Systems Engineer IV | [Envrmnt by Verizon](#)

January 2017 - June 2019 · Remote

- Designed and developed the AR Designer iOS application in Swift for envrmnt, the XR arm of Verizon, and integrated Cognitive3D spatial analytics; AR Designer launched publicly in April 2018.
- Integrated 3D physics into VR, AR, and 360° video streaming services across five platforms including iOS and Android.

Principal Software Engineer | [Green Energy Research, Inc.](#)

April 2013 - November 2019 · Stony Brook, NY

- Built iOS and Android apps that capture sensor data from 24 device types over a wireless TCP/IP link, plot it in real time, and stream webcam video from an embedded single-board computer; wrote a native Titanium module exposing the sensor stack to both platforms.

Mobile Software Engineer | [CA Technologies](#)

2014 - 2016 · Remote

- Shipped the TouchID authentication framework for CA Identity Manager, bringing fingerprint auth to an enterprise identity product.
- Contributed to the official CA Flowdock iOS and Android apps with a remote Agile team, and built the RESTful JSON and OData backends the mobile clients consumed.

ADDITIONAL EXPERIENCE

Senior Roku Developer, NBCUniversal (2026): Peacock video player. **Senior Software Engineer, Neology** (2025-2026): real-time C++ tolling systems. **Principal Roku Developer, Comcast** (2023-2025): led the Roku Video Player team for Xfinity Stream. **Platinum Team Lead, Scale AI** (2023-2024). **Halo Gameplay Engineer, 343 Industries** and **Game Developer, Visual Concepts (2K)** (2021): Halo Infinite and NBA 2K22 in C++. **Project Lead Developer, NIST** (2022): AR with Unity and HoloLens 2. **iOS Developer, OTG Management** (2019). Earlier: Block One, OpenLink Financial, Powerhead Games (7 shipped Nintendo titles).

EDUCATION & CERTIFICATIONS

Doctor of Science, Computer Science (in progress), University of North Dakota

MBA, Business Administration & Management, Strayer University (2022)

B.S., Computer Science, Stony Brook University · A.S., Computer Science, Suffolk County Community College

Certificates: Machine Learning, Columbia Engineering (2019) · Machine Learning with Python · Agile with Atlassian Jira