

Building an Open Source iOS app: lessons learned

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2022-10-05T17:47:06Z

Below you can find an abstract and materials for the talk I gave at the Silicon Valley Mobile Developers and Designers Meetup at Hacker Dojo, Santa Clara, Dec 12th, 2016.

Slides

Slideshare slides.

Building an Open Source iOS app: lessons learned from Wojciech Koszek

For easy download, go to GitHub link below.

Abstract

In this talk I'm going to talk about lessons learned from building Sensorama <http://www.sensorama.org>, an Open Source sensor platform for data science. The main theme of the talk will be Open Source: what is great about it, what is bad and how you must become a part of the Open Source community to really move quickly and benefit from it. For this project, I did both the code and the design, so you'll have a chance to see how solo-developer deals with time/feature constraints, which tools I've used and what my approach towards development in this mode is. In other words: I'll tell you what I did to stay sane. If the iOS development were a walk in a dark city park, this talk may turn out to be your flashlight. If you like it, star it at GitHub: <https://github.com/wkoszek/sensorama-ios>

Agenda

- <https://www.meetup.com/svmobiledev/events/235836893/>

Video

We have recorded the video from this event.

- **Part 1:** <https://www.youtube.com/watch?v=gE49zGSFcio>
- **Part 2:** <https://www.youtube.com/watch?v=zY6YDXyF6ks>

Materials

- <https://github.com/wkoszek/talks/tree/master/svmobiledev2016>

Here are some of the links from the slides:

- **Fake it till you make it presentation** <https://developer.apple.com/videos/play/wwdc2014/223>
- **Designing for Future Hardware** <https://developer.apple.com/videos/play/wwdc2015/801/>

References

- WWW: <http://www.sensorama.org>
- GitHub (code): <https://github.com/wkoszek/sensorama-ios>
- GitHub (artwork): <https://github.com/wkoszek/sensorama-artwork>