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TLDR

Fortunate to be one of the most experienced and seasoned Apple (iOS & macOS) developers on the market today, with a large toolbox of knowledge and enthusiasm to pick up and run with new technologies. This resume shows a small slice of recent work, feel free to ask for elaboration. Most roles listed here are contract agency assignments (i.e. great for picking up & running with new technologies), but I am especially looking for permanent roles (with stability, a wonderful team of smart friends, etc.).

SKILLS

- 20+ years designing and coding applications, daemons, SDK's, privileged helper tools, LaunchAgents & kernel extensions for macOS, iOS, watchOS and tvOS, covering E-Commerce, VoIP conferencing & Bluetooth accessories, security, social networking, etc. So many Fortune 500 companies, startups and entrepreneurs.
- Works primarily in Swift & Objective C (Cocoa) & C++ (CoreFoundation); also in SwiftUI, C, Java, JavaScript, SQL. and recent work has involved ReactNative, Node, Angular & Typescript.
- Built code via Xcode, Visual Studio Code, LLVM, GNU G++ & GCC, IntelliJ & JBuilder among others. CI tests with XCTest.
- Authored and upgraded many Object Oriented function classes which cross-compile and build for multiple architectures at the same time (e.g. Macintosh, Microsoft Windows and UNIX & Linux operating systems).
- Cross functional: follows Agile practices, scrums, updating Kanban boards in JIRA.
- Forward thinking: repos always archived via Git (GitHub, GitLab, BitBucket, etc.), Subversion and other version control setups. Knowledge of CI (Travis, CircleCI, fastlane & Jenkins) & many UNIX sysadmin techniques.
- Friendly: not hesitant to deal with customers, enjoys taking on leadership roles.
- Flexible: comfortable working solo, as part of a large group, but especially smaller (4-5 person) close-knit teams.

EXPERIENCE

Senior Apple Engineer, iOS & macOS

SORENSEN COMMUNICATIONS

Salt Lake City, Utah

July 2023 to Present

- Updating Video Relay Services (VRS) applications for deaf customers & ASL interpreters during 12+ month agency contract.
- In addition to debugging & fixing ~40 defects, new functionality brought in includes: integrated on-device contacts (ContactsUI, CNContactStore) alongside app-specific contacts, business/government category listings in SignDirectory.
- Created app migration demo using feature toggling tools in LaunchDarkly.
- Features utilized CallKit, AVFoundation, Cocoapods, xcbuild, etc.

Senior iOS Developer

SAMSCLUB (WALMART LABS)

San Bruno, California

December, 2021 to June, 2023

During my 18 month contract within this REST-ful E-commerce app (with portions in ReactNative):

- Was responsible for implementing sponsored product & brand amplifier support, making measurable bottom-line benefits to company revenue.
- Resolved many issues and JIRA tickets, including getting Google ads to reliably appear in the product list and autosizing clickable promotional text fields.
- Incorporated new versions of analytics & reviews SDKs like BazaarVoice.
- Introduced features incrementally via Firebase Remote Config and A/B testing.

Full Stack Developer
APPLE

Cupertino, California
January, 2021 to October, 2022

As a member of Noise & Vibration group within Apple Hardware, maintained and brought new features to an audio survey tool using Typescript, Node.js and Angular. Also set up automated processes with internal (& confidential) tools triggered by CI.

Senior iOS Developer
LIFE360

San Mateo, California
February, 2020 to September, 2021

Working with a small team to code up UI & REST-ful API access for new LeadGeneration features within the iOS app (marketing targeted at customers to entice them to sign up for additional revenue producing products, like car insurance); also technical writing for internal Developer Relations.

Senior iOS Developer
BLEACHER REPORT

San Francisco, California
November, 2018 to December, 2020

- Primarily focused on engaging social features (e.g. sharing articles & invites, adding/viewing comments on sports tracks, accessibility, updating UI via SnapKit) in this 221M user app.
- Reviewing and offering suggesting improvements to other developers' pull requests.
- Implemented fixes across the entire iOS app: 100+ PR's were merged across 2+ years at BR & WarnerMedia.

Senior iOS Developer
LINE2 (ZIFF DAVIS)

San Francisco, California
November, 2017 to April, 2019

Added modern Swift UI and classes to a legacy Objective-C based VoIP conferencing & virtual call center app. One of the many apps developed on over the years that leverage Bluetooth / CoreBluetooth / BLE for audio via headsets & car speakers.

Senior iOS Developer
GENERAL ELECTRIC

San Francisco, California
2016 to 2017

Modernize GE Digital's FieldVision Enterprise iOS app from Swift 2 to Swift 3

Senior iOS Developer
CLIMATE CORPORATION (BAYER)

San Francisco, California
2016

Working with distributed teams from Sao Paulo, Seattle & St. Louis, added i18n (internationalization & unit conversion) utilities across shared libraries & Cocoapods to allow their FieldVision apps to be sold worldwide, outside of the U.S. app store; first exposure to fastlane for CI and automated builds.

Senior iOS Developer
STUBHUB

San Francisco, California
2015

First role involving heavy analytics, the StubHub music app enabled highly targeted & customized push notifications for user engagement, sending personalized invites and reminders for users to see their favorite music acts at a nearby venue.

Senior iOS Developer
DOMINOS PIZZA

San Francisco, California
2013 to 2014

Assembled first iPad version of their pizza ordering app, created custom animations for ordering and profiles for e-commerce; first experience with Jenkins CI and GitHub project management.

Senior & Lead Engineer

San Francisco, Palo Alto, Detroit, Philadelphia, Vancouver

CONTRACT & INDEPENDENT APPLE CONSULTANT

2003 to Present

- As a reliable & long term contract senior engineer, integrated well across on-site and distributed cross-functional teams to author new features, update and debug & fix bugs in a wide variety of extremely popular, large e-commerce & consumer apps such as Weight Watchers, Adobe's Flash plugin and more. A selection of recent part-time/casual roles include:
 - **Exam4** (Sep 2010 - Present); secure word processor for academic exams; using low level security API's & agents to "lock down" a Mac
 - **Pcounter** (Oct 2014 - Present); centralized printing & billing drivers for macOS.
 - **MagicScroll** (Apr 2009 - Present); OpenGL based smooth scrolling teleprompting software for macOS, available on the app store.
- On my own or with my team of subcontractors, shipped over two dozen original iOS applications to the Apple App Store over the past 15 years, all commissioned works for different large corporations, small businesses & entrepreneurs.
- Technologies used & intimately familiar with include: UIKit (iOS), AppKit (macOS), WebKit, IOKit, CocoaPods, Swift Package Manager (SPM), Bluetooth/BLE, Combine, pthreads, Cocoa Foundation, XML, JSON, Kerberos Authentication, SSL & OpenSSL, LLDB, Core Graphics (Quartz 2D), Core Foundation, MapKit, shell & Perl scripts, QT, JSON, XML, REST-ful APIs. Architectures familiar with: MVVM, MVC, MVVP, POP (protocol oriented programming), dependency injection.
- Made immediate, positive impacts at all contract assignments: for example, while contracting on Adobe's Flash Player team, over 150 bugs, enhancement requests & new features were addressed and resolved.

EDUCATION**STANFORD UNIVERSITY**

Palo Alto, California

Continued work for Masters in Computer Science by finishing graduate courses and seminars.

WAYNE STATE UNIVERSITY

Detroit, Michigan

Graduated: Master of Arts in Computer Science

Started and paused for an internship at Apple, attended the school above for a few semesters and then ultimately returned to finish with a Masters degree.

UNIVERSITY OF MICHIGAN

Ann Arbor, Michigan

Graduated: Bachelor of Science with major in Computer Science & Chemistry

To conserve space, a number of older positions aren't mentioned here. Happy to provide more information, or a list of references, upon request.

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