Michael Dautermann

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OBJECTIVE:

Seeking full time/permanent or contract Senior, Staff or Lead Developer/Engineer focusing in user-friendly application design & development on Apple Macintosh, iOS (iPhone, iPad, etc.) or UNIX OS based machines.

SKILLS:

- 20+ years designing and coding applications, daemons & kernel extensions for macOS, iOS, watchOS and tvOS for apps or SDK's that do E-Commerce, VoIP conferencing, media playing, security, 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.
- Authored and worked in 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).
- Debugging abilities: uses source level or low level tools (LLDB) to diagnose problems & optimize performance.
- Adaptable & cross functional: follows Agile practices, daily Scrums and updated 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.
- Exceptionally friendly and personable: 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:

SORENSON COMMUNICATIONS   Salt Lake City, Utah
Senior Apple Engineer (iOS, macOS), Contract   July 2023 to Present

Updating Video Relay Services iOS apps for deaf customers and ASL interpreters, using CallKit, AVFoundation, Cocoapods, etc. New functionality I delivered includes: integrating on-device contacts (ContactsUI, CNContactStore) alongside product-specific contacts.

WALMART LABS / SAMSCLUB   San Bruno, California
Senior iOS Developer (Contract)   December, 2021 to June, 2023

Among a number of new & updated features worked on during my 18 month contract within this REST-ful ecommerce app (with portions in ReactNative), I was responsible for adding sponsored product & brand amplifier support, making a measurable benefit to company revenue. Resolved many issues, including getting Google ads to reliably appear in the product list and autosizing clickable promo texts. Introduced features incrementally via Firebase Remote Config and A/B testing.

APPLE   Cupertino, California
Full Stack Developer (Contract)   December, 2021 to October, 2022

As part of the Hardware Noise & Vibration group, worked on adding new features to an audio survey tool via Typescript, Node.js and Angular. Also set up automated processes with internal (& confidential) tools triggered by CI.

LIFE360   San Mateo, California
Senior iOS Developer   February, 2020 to September, 2021

Working with a small team to code up new LeadGeneration features within the iOS app (enticing customers to sign up for additional revenue producing products, like car insurance); also technical writing for internal Developer Relations.

CONTRACT & INDEPENDENT APPLE CONSULTANT   San Francisco, Palo Alto, Detroit, Philadelphia, Vancouver
Senior & Lead Engineer, macOS (Macintosh) & iOS (iPhone & iPad)   January, 2003 to Present

Worked solo or as part of a team (sometimes as lead) on a number of diverse projects & shrink-wrapped applications:
- As a reliable & long term contract senior engineer, I've integrated well across on-site and distributed teams to author new features, update and fix bugs in a wide variety of extremely popular, large e-commerce & consumer apps such as Weight Watchers, Adobe's Flash plugin and more. Recent roles include:
  - **General Electric** (Nov 2016 - March 2017); Modernize GE Digital's FieldVision Enterprise app from Swift 2 to Swift 3
  - **Climate Corporation** (March 2016 - Nov 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; used Fastlane & Jenkins for automated builds.
  - **StubHub** (Feb 2015 - August 2015); enabled highly targeted & customized push notifications for user engagement.
  - **Dominos Pizza** (Sept 2013 - May 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.
- On my own or with my team, I've 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: WebKit, IOKit, Cocoapods, SwiftPackageManager, Bluetooth/BLE, Combine, pthreads, Cocoa Foundation, XML, JSON, Kerberos Authentication, SSL & OpenSSL, Core Graphics (Quartz 2D), Core Foundation, MapKit, shell & Perl scripts, QT, JSON, XML, REST-ful APIs.
- 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.

BLEACHER REPORT   San Francisco, California
Senior iOS Developer (Contract)   November, 2018 to December, 2020

Primarily focused on engaging social features (e.g. sharing articles & invites, adding/viewing comments on sports tracks, accessibility) in this 221M user app, reviewing and suggesting improvements to other developers' pull requests, also implemented fixes across the entire iOS app: 100+ PR's were merged by me across my two+ years at BR & WarnerMedia.

LINE2 (ZIFF DAVIS)   San Francisco, California
Senior iOS Developer (Contract)   November, 2017 to April, 2019

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

SERVADOR, INC./WEBPRINT, INC.   New York City, New York
Principal Engineer, Macintosh   August, 2001 to June, 2002

- Created & customized Macintosh driver software that enables printing files to local copy shops & print franchises.
- Built Apple installer extensions that allowed personalization based on selections made on a UNIX web server.
- Assisted with Java and JavaScript elements (both authoring and QA'ing) on production web servers.

EDUCATION:

STANFORD UNIVERSITY   Palo Alto, California

Continued work for Masters in Computer Science by finishing graduate courses and seminars including Advanced Operating Systems, Compilers, Distributed Systems, Computer Graphics, and Fundamentals of Programming Languages.

WAYNE STATE UNIVERSITY   Detroit, Michigan
Graduated: Master of Arts in Computer Science

Graduate level courses taken include Design & Analysis of Algorithms, Advanced Software Engineering, Database Management Systems (making use of Oracle tools), Networks and Software Environments.

UNIVERSITY OF MICHIGAN   Ann Arbor, Michigan
Graduated: Bachelor of Science with major in Computer Science & Chemistry

Most Computer Science classes include rigorous programming exercises and labs. Thorough knowledge of C, C++, Pascal, FORTRAN and the UNIX Operating System was imperative. UNIX machines worked with include IBM RTs and RS6000's running AIX 3.1 & 3.2, DEC 3100 & 5000 running Ultrix 4.1.3, Sun 3 and 4's as well as Sparcstations, among others.

To conserve space, a number of older or semi-relevant positions aren't mentioned here. I would be happy to provide more information, or a list of references, upon request.