Mobile Software Engineer – Senior Manager from **PUMΞX**

Objective

My objective is be a technical lead and manager of a mobile team. I want to be involved in coding and architecture of the mobile platform for iOS and Android.

Education:

Boston University. Bachelor of Arts in Computer Science May 1988

Languages:

Objective-C;C;C++;C#;Java;Python;PHP; Ruby on Rails;MFC,ATL,COM/DCOM,STL;JavaScript/EJB,JMS,Swing,AWT,SWT,J2EE,J2SE,J2ME;CSS;HTML5;XML,XSLT,DTD,ASP,WAP,SOAP,JSON, CRUD,HTTP;JSON;MacOSX Cocoa Frameworks, Core Foundation and Carbon development on Mac and iPhone;Groovy(GRAILS);FlexBuilder;BlackBerry JDE 1.4;Unix shell scripts;x86-MMX,68k Assembly,ARM

Operating Systems:

iOS;Android;MacOSX;MS Windows 3.x-Windows 8.1;DOS;Linux (Most Distros)

Work Experience:

Lead Mobile Engineer:
PeerSpace, Inc.
August 2014 - Present
Working on the iOS PeerSpace application; Help architect the backend and client network integration; Redesign PeerSpace iOS for version 1.5; This included moving to core-data and better networking model; Lead iOS engineer managing 3 other iOS contractors; Setup circleCI for continuous integration on iOS;

Principle Engineer:
Theo, September 2013-July 2014
Worked on myTheo Professional (iPad), TheoTour (iOS-Android), Theo-MLS (iPhone); Worked on RAILS backend adding REST API to support clients; Managing move from Cloudant (PHP) processes to AWS-VPC EC2 instances running load balancing and multiple API servers running Nginx/Passenger/RAILS; Worked on Chefs scripts to rebuild servers;Capistrano scripts for deployment;DevOps of backend;S3 image support (CDN) and RDS database;Updated using Sync server written in RAILS; myTheo Professional iPad application was initially done overseas and I rewrote it to use core data, GDC dispatching and iOS 7 GUI; I am the head engineer that manages contractor schedules, design, development (including code reviews) and talk with potential angel investors and VC's; Integrated MixPanel and Crashlytics;Unit testing using Kiwi and KIF;

Senior Software Engineer:
Virgil Software, 1986-present

Here is a list of my current projects

78x36 Productions - November 2012 - Ongoing
I'm the only developer of the iOS application called MTQ (Mind the Queue); I have worked on this project for over a year now providing all development and dev-ops efforts;Using MapKit, City Grid API, Food Truck API and Google Places API to show businesses around a users location; iOS 7 custom GUI design that was implemented; Developed backend in Ruby on Rails using HTTP-CRUD with PostGIS DB to provide users with business details, wait times and allow user tracking/login; Developed using Storyboard and ARC; Developing and up keep of Ubuntu AWS EC instance for backend; Used ActiveAdmin GEM for backend administration; Made top 12 productivity application in AppStore; Integrated Flurry, Placed and TestFlight API's;Handle Dev-Ops on backend keeping servers updated and prevent hacking; Worked with designers for art-work and iOS design limitations;

Vyew - October 2013 - Ongoing
ArborPlus - iOS Application
Initial development of first version; Used Core Data with multiple contexts that supports background networking and syncing code using dispatches; MapKit integration for annotating tree locations; Drop down menus from UITextFields for selecting core data values for entities; Developed GUI using storyboards and populated data using NSFetchControllers; Integrated Test-Flight for releases and bug fixing;

StudyBuddy - iOS Application
Fixed over-seas development of initial code so that it works for iOS iPhone; Fixed code so works on iOS 6.1 - 7 doing a universal storyboard rewrite of the application; Wrote server code to use dispatches and caching to make user experience better; Used SDWebImage for image caching; Worked on Vyew and Vyew StudyBuddy versions of the application; This company gave me rave reviews for my work (fast and excellent coding) and is currently getting me more work because of that; Integrated TestFlight for releases and bug fixing;

Tiny Mobile – July 2013 - Ongoing
Ported iOS cocos2d game to Android; Ace SlotGame that supports GooglePlay with In-App pur-chases; Amazon Store with In-App purchases; Developed method to support all device resolu-tions;

Vidal Development Group - November 2011 - Ongoing
Developer on Android and iOS application NDT; Worked on GUI interface bugs for both applica-tions; Developed iPad training application for Abbott Pharmaceuticals; Developed Objective-c based application using UIWebview for HTML5 content and UIViewController with AVPlayer for Quicktime movies and playing sound files (AIFF/MP3) with a movie or HTML5 content; Added support for PDF document viewing by customizing the PSPDFKit Library; Developed the custom interface to move around the PDF document pages that the Art and UI Designers envisioned; The UIWebview had JavaScript hooks to pass commands to the objective-c code to control the audio player and linking to movies in other views; The QuickTime movies had an embedded text track that was used to place hotspots over the video that allowed the user to jump around the

various tracks and using timeObserver's with code blocks to move around as well; Added support for text track larger than 32K by using external files; Using analyze and leaks to remove almost all bugs;

IMVirtual, August 2013-November 2013
Worked on meetingQ for iOS; A Meeting recording application; I worked on core data, microphone recording of large files, GUI features, network synchronization, iOS 7 GUI updates and support; Worked with 2 other iOS engineers, including the CTO; Backend written in PHP by another engineer; Worked with layered PSD files and integrated artwork into custom GUI controls designed by graphic artists;

Fingerprint Play – June 2012 - July 2013
Worked on Fingerprint Android SDK – Added features and bugfixes;Worked on MacOSX command line tool to convert GTL files (independent contractor tool PVR file format) to PNG files; allowed customer to re-create artwork texture files used in previous iOS projects; Working on Android Fingerprint SDK; Made video playback to separate Activity to support landscape only and return to webview when complete; Added support for evaluating Javascript using keyboard events instead of loadURL() because closed soft keyboard when called; Other fixes and features to help release project;

@WalmartLabs - Completed
Android kiosk application that runs on i-Display running OS 4.0.2; Contains multiple views that allows person in the toy section to browse online and in store toys selections. Wrote layout in XML using layered lists, drawable shapes and other components. All standard views where over written to create complex custom looking views; For example, used drawable shapes and layered-lists to create a TextView that looked integrated into graphics on screen. Wrote asynchronous networking code to download and cache in store toys nightly. This included images and toy details. Search for online toys happened at run time as user entered data; Integrated QRCodes using open source ZXING;

Loc8te - Completed
Developed location based advertisement system; Developed system to build profile of user using location based information; Technical lead in developing the Loc8te client side iOS and Android SDK; Developed a web based view in the SDK to show different affiliate deals to users based on profile system built; Allowed backend to change deals based on user device profile; Designed content-templates to do this using 1 HTML/CSS/JS contractor; Backend returned JSON to dynamically generate webviews; Developed backend using Rails with 1 contractor under my supervision; Used Rails gems-Sorcery for server login, Sun-Spot for SOLR integration, Paperclip for S3 static content delivery of content templates; Rails used token-secret HexDigest for HTTP REST API security; Used sharding of parameters to read/write to remote MySQL servers; Help design Pentaho ETL processes to clean and process data for running data analysts data models; Model DB was used in RAILS API to decide web views users would view;

Locaid - Completed
Developed mobile Android Application that reports a phones location using GPS/Wifi/aGPS;Reported to server using config information; Server could update config values remotely to conserve battery life depending on users usage patterns;Used HTTP REST protocol;Responded with JSON with devcei configurations;

RadiumOne - Completed
Developer on iPhone social media application Via.me; Worked on custom tableview cells for presenting user posts and followers; Worked on the facebook, twitter and Via.me application integration for logging in, posting images to your walls, commenting/tag and pict tweeting; Worked on camera views for taking pictures, applying filters and uploading to web; Developed the image processing engine to support the creation of image filters used by the user; Engine supported filter updating and adding over the internet; Created XML interface to the image processing engine allowing a graphic designer to create filters using photoshop and actions, then translating to XML; Used Accelerate framework (vDSP and vImage) to increase filter rendering speeds;

Workshare. - Completed
Developing iOS application that supports Workshare's cloud software named Catalyst; This software allows file/folder synching with the server; It also allows document comparison between file versions and different types of files; It allows users to share documents and collaborate creating documents; Used ASIHTTP and JBJSON for communicating with the IIs web services written in C#; Designed and developed GUI for the iPhone and iPad versions; Used dynamic GUI elements and Interface builder; Setup Hudson to use xcode and Microsoft TFS for continuous integrations; Integrated successful build/tests to upload to testflight for testers;
Mothership Interactive - Completed
Worked on Facebook game called Rune's of Magic; developed using PHP using the Kohana framework under LAMP; used phpMyAdmin and MySQL tools for database changes; Added new screens and DB tables based on designers specifications; This included AJAX and javascript view coding changes; added Facebook Graph API and some FBML for making requests to users, notifying friends of achievements and profile intergration;

Worked on enmoda.net Blackberry secure email application using JDE 1.4;Developed iPhone application called SuperVex;Developed a native iPhone Solitaire game using XCode with the ARM Toolchain and the iPhone UIKit framework;Worked on proof of concept application to show the iPhone could get 12 fps video using the built-in camera;Developed product for Palm OS called GPSNotify using Code Warrior IDE for Windows;GPSNotify worked on Garmin iQue 3600 devices, when it found the specified GPS location (using fuzzy logic algorithm) defined in a tab delimited text file generated from Excel spread sheet, it sent a notification to Pocket Tunes to play an MP3 sound file;Hosted San Francisco Linux User Group website (www.sf-lug.org) using Apache and mailing list using Mailman from 2002-2004;Designed and developed open source J2ME application called TrafficWatch that uses KSoap/kXML and interfaces with an Axis Web Service to display traffic camera images;Implemented MilDOT Pro sniper software for Windows using a customized UI with owner draw controls and printing of output data onto labels;Used super classing and sub classing for user defined controls;Designed, implemented and tested Aicon Wake On Wireless LAN for detecting 802.11x networks on PocketPC;App consisted of 4 components: EXE, COM object, Control Panel Applet and NDIS 4 device driver;Scans for open BSSID's, joins the Access Point (after user notification) and launches user defined applications once a connection is made;Supported OID 802.11 codes under NDIS 5.1 and used a NDIS driver to support the PRISM chipset OID\RID codes for NDIS 4 on WinCE 3.x and PPC 2002/3;Developed C++ Internet Explorer COM add-in to kill pop-up window advertisements;Developed Windows version of Gnutella under GPL;

Mobile Engineer
PlayHaven December 2011-Aug 15, 2012
Developer on iOS SDK and Android SDK teams; SDK is a cross-platform marketing tool that is made up of several parts; The local SDK written in native code and the content-templates written in Java script; The content-templates are based on the server and pre-fetched to the devices at run-time; They are used to show marketing promotions to users in a game;

Senior Software Engineer – Worked as onsite contractor
Retronyms. July 2010 – July 2011
Developer on Verizon's VCAST Windows media organizer/backup/player application for cellphones; Built using wxWidgets and MFC from merging two separate applications; Worked on port of ReBirth for iPad; , programmed in Obj-C and C++; Worked on GUI using Interface builder, added multi-touch ability to GUI, added support for accessing RBS file data quickly to support new iPad GUI features; Worked on new version of AstoundStereo Expander; Changed current copy protection libraries from Software Passport to Derman Enterprises; Added new GUI features using JUCE and updating NSIS installer scripts; Worked on consumer image processing application called Snap! (snapstrip.com); Added Intel AppUp support and updated application GUI to run on Intel Netbooks; MSI quiet install package; Developed Snap! For Windows and Macintosh OSX using the cross-platform JUCE framework; Accelerated Image processing using Intel Performance Primitives (Mac/Win) and MacOSX Accelerate Framework (vImage/vDSP); Developed a C++ cross-platform Facebook GraphAPI library for Mac/Win; Developed multi-threaded python script for load testing Openbucks LAMP servers; Ported Openbucks.com PHP-based example for client backend server integration with openbucks.com server to Ruby on Rails; Developing with 2 other engineers an open source cross-platform audio library; Supports iOS, MacOSX, Windows(XP/Vista/7), Windows 7 phone and Android; Supports MP3 and OGG;

Senior Software Engineer
Kondra Systems, Inc. June 2009-January 2010
This is a small privately owned consulting company;Developing the eBay plug-in software "The Browser Highlighter"(TBH);Contains Firefox and Internet Explorer plug-ins;Agile development practices using Rally website;Developed upgradeability feature to their software;Designed a new client side architecture using current framework(MIPs CPU emulator built using the MIPs toolchain);Allows them to build cross platform client software and plug-ins (MacOSX, Windows and Linux) from one code base;Developed the MacOSX and Windows executable code;Windows included a Service, System Tray app for showing eBay bidding alerts, dialog application for software upgrade user approval and console application the service would start;Used to upgrade and monitor running processes;Updated Windows installer using Advanced Installer (AIP) for new components;Developed general TBH website using Javascript and HTML;Developed eBay Shortcuts server-side application and updated client browser plug-ins to support feature; Developed 5 small Flex applications using Flex Builder that displays server data from eBay and Wikipedia collected using JSON and XML; Wrote Java application that used Wiki API to collect data from website using keywords;

Senior Software Engineer
eCast, Inc. March 2008-May 2009
Used Agile and test driven development methods;Worked on downloadable Jukebox client running Embedded Windows XP development for Q Hardware (New 42" LCD Models), MOJO Units and Legacy Models;Microsoft multi-threaded COM C++ programming, Direct X and Device Drivers to talk with COIM boards over USB;Developed Serial/USB code to find various Touch Screen

Drivers;Developed COIM board Firmware in C (ARM based controller with 16K memory) for Q Hardware platform using Keil Compiler;Created Embedded Windows XP OS Images using Microsoft Platform builder;Used C/C++/C# and VB scripts;

Senior Software Engineer – 1 of 3 that founded startup
Mywoof. January 2008-October 2008
Startup I worked for between contracts on an equity-only basis;I ported a peer to peer system for Linux/Mac to Windows;Made Mac version consumer friendly;The legacy system included C/C++ and Python;I ported the DNS proxy and Router Daemon, TUN process daemon with TUN/TAP NDIS (From OpenVPN) integration and the Name Daemon using MS .NET 2008;The security architecture was built using RSA based encryption ciphers using the OpenSSL package;Used Boost libraries for networking and ported the YAM event library to get Sun RPC working under Windows;Architecture had various multi-threading issues under Win32 that had to be resolved;Mac/Linux used asynch pipes and Windows required using asynch sockets(no asynch pipe support);Converted Python code to applications that ran natively using py2exe and py2app, this avoided end users going through the inconvenience of installing the correct Python runtimes;Worked on defining the architecture for the client side software design and installers for Mac/Win;GUI was built using QT GUI toolkit from TrollTech;Worked on designing the path vector routing code to the server side using Geronimo J2EE container architecture and a web based client to work with the J2EE infrastructure using MVC design pattern;Moved process preferences and stored data to SQLite DB for Mac/Linux/Win platforms;Based on Mac/Linux UIA code;

Senior Software Engineer
Riverbed Technologies, Inc., July 2006-January 2008
Worked on Steelhead Mobile product;Ported Linux Steelhead WAN Optimization appliance to Window XP;Optimized TCP, MAPI and CIFS connections;Designed overall architecture with team;Developed MSI installer and MFC GUI system tray application;MSI used CustomAction calls with embedded XML in binary table to create installation properties on the Linux server before downloading to users laptop; developed using Visual Studio .NET 2005;Bugzilla, CVS and Wiki for architecture documentation and FAQ;

Senior Software Engineer
eRide, Inc., March 2006-June 2006
Application side Developer building OEM reference board for eRide's GPS chipset solution;Supported WinCE 4.2/5.0, Linux kernel 2.4.18 and no OS at all(controller chip);Ported NMEA application and main GPS library (PVT) to Red Hat (2.6) and MIZI Linux kernel 2.4.18 for embedded platforms;Ported to Samsung ARM9 (2410/2440) processor based board running uCLinux and their own Linux versions (Embest, Meritech, Telmatics and Clabs);Used ARM Toolchain and GNU-GCC-ARM development tools;Wrote new BSP code for WinCE 5.0 to get data from GPS device on UART0;Combined/optimized the serial PDD/MDD layer code;

Senior Software Engineer
Inter-4, February 2004-October 2006
Developed Intermediate NDIS driver for WinCE (4.2), 2000/XP (XPDDK) for doing packet encryption;256 bit AES CBC encryption (Rijndael algorithm) on specific TCP/UDP ports;Compiled AES library using Intel ARM optimizing compiler;WinCE /XP GUI tools and Winsock test applications to support driver using NDISUIO;Ported Win AES NDIS driver to Linux NetFilters;Designed and Developed GPS app that read GPS data (SiRF module) in NMEA Standard Format from the COM

port (handled $GPGGA, $GPRMC, $GPVDT and $PSNCB (proprietary) formats), parsed it, displayed the data to the user using MFC dialog and broadcast the data to others using UDP multicasting;Smart Rock utility application that supported the Honeywell HMR3300 for displaying a hidden camera that showed heading, pitch, roll, GPS location (SiRF module) overlaid onto a ArcPad map;Developed ArcPad (GIS mapping software) extensions and scripts to display GPS multicast data on a PC from the multiple WinCE devices;Setup 802.11b mesh network;

Senior Software Engineer
Traxian, Inc, August 2002- February 2004
One of two senior engineers that designed and developed Trail, a windows Java client-side application (JDK 1.3x) for B2B document transactions;Main task was to design and develop client-side UI using SWT;Used XML/XSLT (Xerces/XALAN) for handling business documents (supports for Invoice/Purchase orders);Software handles routing documents between SMB trading partners;Send/Receive documents using SMTP/POP3 with Java;Server side website interface for downloading software, sending documents and setting up routes between clients;XML documents rendered in PDF format using XSLT-FOP libraries;Displayed PDF documents on client using SWT-COM interface and Acrobat Reader;Client pulls business transactions from QuickBooks Pro (using Java COM bridge) and puts them into a standard Traxian XML format;Developed COM add-in for Outlook and Office for handling Traxian Documents;Worked on Tray Icon DLL written in C accessing Java code using JNI;

Principal Software Engineer
Baltimore Technologies, Oct 2000-Sep. 2001
Worked on Server Verification Platform (SVP) v1.5 development team;Development used Java and C++ for WinNT-Solaris;Provided PKCS11 certificate verification with an OCSP responder and Identrus TA;Ported SVP v1.0 client side API to Java for SSL to the SVP server, CGI support, audit logging and multi-threaded requests, supported XML memory buffers and file I/O;Added Identrus support to KeyTools XML;Included DOMHASH support, changing the way XML documents were processed and signed;

Java Developer
Creditland, Inc. Feb 2000-Sep 2000
Worked on various parts of Creditland.com website;Supported-Developed C/C++/Perl/Unix Scripts CGI on backend Gateway Server;These scripts and applications converted XML files to postscript files for faxing to Lenders;Support-Developed FioranoMQ JMS Server that was part of the Gateway;Installed and Setup IBM MQSeries Server for Solaris;Developed/Supported Weblogic EJB's on Solaris used for generating XML files and submitting XML files to various Lenders;

Senior Software Engineer
Imagicast, Burlingame CA, May 1999 - Jan. 2000
Team member that designed and developed an embedded computer system for use in retail;SH-3 based Embedded device containing DVD-ROM, wireless internet access (CDPD, SLIP support), and a TL750 graphics chip that overlays scaled graphics over a DVD video stream;Developed using Green Hills C/C++;device ran ThreadX OS, Trek TCP/IP stack (with BSD socket support), Zoran DVD Navigator software, Mozilla Open Source Web Browser (M11);Responsibilities included overall system architecture design and specification, browser port, internet software development, device drivers and system dependent software;Developed the Graphics Library for the device, using a subset of the GTK with my own bitmap font manager;Developed software tools on Linux (i386 and Alpha);Created and administrated Linux server for the development team;

OEM Engineering and Support
Unwired Planet/Phone.com, Redwood City, CA, Nov 1997 - Mar. 1999
Provided Engineering support to Device Manufacturers for porting the WAP/UP.Browser to their embedded devices;Support included: Meeting with Device Manufacturers to teach and answer questions about porting the browser code, co-develop/debug the browser device layer and de-bug the UDP network connections between the UP.Link and the browser;Changed browser code to support client device specific features;Designed and developed the browser resource inter-face for easy internationalization, image support and customization;

Senior Software Engineer
Fastline, San Francisco CA, Oct. 1996 - Nov. 1997.
Developed real-time traffic information system for Caltrans on Magic Cap and WinCE devices us-ing Objective-C/C;Used TCP/IP and FM-Sub carrier for accessing real-time traffic data;Developed a IrDA mail transport program on Windows CE using IrSock (Winsock over IrDA port) that con-nected to a in car server allowing passengers in car with a windows CE device to check there email;I was lead engineer with 2 junior engineers;

Senior Software Engineer,
Drew Pictures, San Francisco CA, Mar 1994-Aug 1996.
Developer on Bad Mojo CD-ROM title for Macintosh and Windows;Developed the Macintosh game engine and Adobe Photoshop filters used by the artists;wrote cross platform scripting lan-guage to run game engine;

Senior Software Engineer,
Ink, Inc., San Mateo CA, Nov. 1992 - Jan. 1993
Pen Windows development (Windows 3.1 w/ Pen extension) on a product called InkWare NoteTaker;Worked on System Architecture and UI design;Developed the Memory Management System;

Senior Software Engineer,
AutoDesk, Inc., Sausalito CA, Feb. 1990-Aug. 1992
Developer on the AutoCAD Release 12 and AutoSketch Development teams;Coded GUI features for the Windows 3.X AutoSketch Port from DOS to Windows 3;