

# ANGELO STAVROW

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## PERTINENT WORK EXPERIENCE

### Senior iOS Developer

May 2021 – present

*Slumber Group*

As a consultant, my current mandate is to:

- Update and maintain the [Deep Sleep Sounds iOS app](#) [Swift, UIKit, CocoaPods]
- Implement a unit-testing process [XCTest]
- Provide code review for other developers on the team

### iOS Developer

June 2020 – present

*Write.as / A Bunch Tell, LLC*

As a consultant, my current mandate is to develop and maintain two open-source projects:

- The [WriteFreely Swift package](#) wraps the WriteFreely/Write.as API [Swift, Networking]
- The [WriteFreely client](#) is an iOS and Mac app for publishing to your WriteFreely instance/Write.as account [SwiftUI, Core Data, Keychain, Swift Package Manager]

GitHub links are provided above; the iOS app is [on the App Store](#) and the macOS app is [in beta](#). I also offer office hours to help onboard new project contributors.

### Founder

January 2012 – present

*Dropped Bits, Inc.*

As an independent developer, I designed, developed, and maintain three iOS apps:

- [Thought Detox](#) (launched 2021) is an iPhone app that helps you clear your mind [SwiftUI, HealthKit, WidgetKit, Shortcuts]
- [Per](#) (launched 2015) is an iPhone app that helps you shop smarter [Swift]
- [HoneyJar](#) (launched 2014; sunset 2021) is an iPhone app that helps determine the real cost of your spending [Objective-C, CocoaPods]

Thought Detox and Per are available on the [App Store](#).

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## SKILLS

- |           |               |           |       |           |
|-----------|---------------|-----------|-------|-----------|
| • Swift   | • Objective-C | • Node.js | • CSS | • C#/.NET |
| • SwiftUI | • JavaScript  | • HTML    | • SQL | • Go      |

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## EDUCATION

*Concordia University (2013)*

Bachelor of Engineering, Electrical Engineering

*Concordia University (2008)*

Bachelor of Commerce, Accounting

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## OTHER WORK EXPERIENCE

### Glitch

2018 – 2020

*Full-Stack Developer / Solutions and Community Engineer*

Fog Creek Software sold its FogBugz product and renamed itself to Glitch; I transitioned to the community engineering team, where my projects included:

- Working with the business development team on partnership projects, including onboarding partners to the Glitch platform and integration of Glitch embeds in documentation
- Building web apps for partners like Capitol Records, Twilio, MythBusters Jr. [Node.js, React, Express, HTML, CSS, JavaScript, and more]
- Building starter apps and writing documentation to help the community discover new frameworks and libraries
- Writing articles for Glitch's *Glimmer* publication, Glitch's Dev.to team, and partner developer blogs

### Fog Creek Software

2017 – 2018

*Full-Stack Developer / Support Engineer*

As a member of the Manuscript (formerly FogBugz) engineering team, my projects included:

- Working on Manuscript features and bug fixes [C#/ASP .NET/JavaScript]
- Professional services work, including writing integrations, customizations against customer accounts/databases [T-SQL, Python, JavaScript, CSS]
- Support for [Manuscript](#), [Kiln](#), and [Glitch](#), including attended installations, product demos, and maintaining help and API documentation

### First Sensor Corp.

2013 – 2017

*Quality Engineer*

In this hardware and software development role, which also included responsibility for all ISO 9001/ISO 13485 quality-management matters, my projects included:

- Developing and integrating embedded and Windows desktop client software for the calibration of digital pressure sensors [C, C#/.NET, I<sup>2</sup>C/SPI protocols]
- Technical writing, including specs, user manuals, and application notes
- Developing hardware and software for Atmega-based 16-bit DAQ systems [C]
- Developing/deploying/maintaining a web app used for tracking WIP [PHP, MySQL]
- Deploying/maintaining a git-based version control/project management system (self-hosted GitLab)