

ANGELO STAVROW

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PERTINENT WORK EXPERIENCE

Freelance Work 2020 – present

Write.as / A Bunch Tell, LLC

As a freelance developer, my current mandate is to develop two open-source projects:

- The [WriteFreely Swift package](#) wraps the WriteFreely/Write.as API [Swift]
- The [WriteFreely SwiftUI multiplatform client](#) is an iPhone, iPad, and Mac app for publishing to your WriteFreely instance/Write.as account [SwiftUI]

Dropped Bits, Inc. 2012 – present

Founder

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

- [HoneyJar](#) is an iPhone app that helps determine the real cost of your spending; launched on the App Store on 9 October, 2014 [Objective-C]
- [Per](#) is an iPhone app that helps you shop smarter; launched on the App Store on 27 February, 2015; currently being [rewritten](#) from the ground up [Swift]

Both apps are available on the [App Store](#) (this link may launch iTunes).

OTHER WORK EXPERIENCE

Glitch 2018 – 2020

Full-Stack Developer / Community Engineer

When Fog Creek Software sold off 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, I²C/SPI protocols]
- Technical writing, including specs, user manuals, and application notes

Sensortechncs Corp.

2008 – 2013

Lab Test Technician

In this hardware and software development role, my projects included:

- 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)

SKILLS

Languages

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

Hardware

- | | | | |
|--------------------|------------------------|---------------------|--------------|
| • Microcontrollers | • SPI/I ² C | • A/D system design | • PCB layout |
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EDUCATION

Concordia University (2013)

Bachelor of Engineering, Electrical Engineering

Concordia University (2008)

Bachelor of Commerce, Accounting