Lake Forest, CA
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Brian Ault

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Technical Skills

Strong: Objective-C, iOS, Java, Android, Xcode, Eclipse, Android Studio, HTML, CSS, JavaScript, jQuery
Experienced: Unity, C#, C, Bootstrap, Git, CVS, PHP, MySQL, AngularJS, Firebase, Node.js
Basic: C++, C, Swift, Unit Testing

Applications

Streamism.tv Live github
- Live stream aggregator. Streamism provides a snapshot of what is being livestreamed now.
- Implemented Node.js backend to pull data from Twitch and Youtube and the iframe embed preview.

Find Food Fast Live github
- Mobile focued site to find fast food in transit in the direction you're already heading.
- Implemented Google Places, Directions and Maps.

GOLO Fore! Friends iOS Android Facebook
- Unity game with iOS, Android, and Facebook builds. Uses Facebook login, sharing, and playing matches against friends. Uses EZ GUI for UI/UX. Uses Conversant/Unity ads.
- Developed the UI/UX, maintained the builds, implemented the mobile Facebook and ad integrations.

Aliens Need Burgers Android
- Unity game on Android. Uses EZ GUI for UI/UX. Uses Conversant/Unity ads.
- Wrote all the code.

Airstream Everywhere iOS Android
- iOS and Android app promoting Airstream.
- Worked on photo creation compositing. Join a live camera image, an Airstream image and a text box that can be moved, scaled, rotated, into a final photo that is saved to photo library. May use photos from photo library instead of camera image. May apply sepia and b&w filter.

HellaClips iOS Android
- iOS and Android app highlighting skate videos
- Worked on media player - native, Youtube, and Kaltura. Implemented push notifications.

Astro Gaming iOS
- iOS app promoting Astro head sets.
- Worked on custom music player with asset library look up and custom eq profiles. Implemented Twitch channel look up via API call and embeded stream player in web view.

Boarding for Breast Cancer iOS Android
- iOS and Android app promoting breast cancer awareness and prevention
- Worked on Calendar implementation - set a recurring calendar event and reminder for self exams.

Professional Experience

Pick Up And Play, Software Engineer   2010-2017
- Integrated a large variety of SDK's, file formats, REST interfaces, and data types
- Consistently delivered every project on time and under budget
- Integrated: Camera, Accelerometer, Touch,In app purchase, Maps, Push notifications, Calendar, Ads, Media player and Asset Library, Facebook SDK, Twitter, Youtube, Twitch, Kaltura

Pick Up And Play, QA Manager   2006-2010
- Managed QA and test on all programs and products developed at Pick Up And Play
- Managed the company's project and bug database (Mantis)

Education

Learning Fuze, Accelerated Web Development Program   2017
California State University Fullerton, B.A. Communications   2006