

David S Reich

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Overview

- Experienced software developer. Excellent problem solver.
- All stages of the software development life cycle (SDLC).
- Specialties: Software development and design. iOS - Swift (and Objective-C), SwiftUI.
- Software developed is well designed and well written, reliable, efficient, and easily maintained.
- Reliable and dependable.
- Eats learning curves for lunch. (And makes order out of chaos.)
- Plays well with others.

Experience and Skills

I've worked on enterprise-scale apps as a part of one team among many teams, as the sole developer, and everywhere in between. I've worked in cross-functional and multicultural teams. I've worked on greenfield apps, legacy apps, and those in between.

Recent projects have been based in Xcode and managed using Agile development methods, generally a mixture of Scrum and Kanban. Tools have included JIRA plus JIRA Agile and Confluence, Git, GitHub, Bitbucket, GitLab, SourceTree, SPM, and CocoaPods/Carthage. Currently working mainly in Swift and SwiftUI with a little UIKit when necessary.

Languages

Swift
JSON
SQL
XML
Objective-C
HTML
Java
JavaScript

Version Control

Git
GitHub
Bitbucket

Networking

REST
Non-REST
JSON

Devops

Bitrise
Azure
AppCenter
Fastlane
Bamboo

SDKs

Firebase
AWS SDK
Facebook SDK
Agora
GraphQL
AmazonFreeRTOS

User Interface Frameworks

SwiftUI
UIKit

Other Apple Frameworks

ARKit
AVFoundation
Cocoa Touch
Combine
CoreData
CoreGraphics
CoreLocation
CoreML
GameKit
MessageUI
PDFKit
ResearchKit

Major 3rd Party Frameworks

Agora
Alamofire
AppAuth
AudioKit
Auth0
AEXML
GraphQL
mbedtls
RxSwift
SeeScoreLib
SwiftProtoBuf
Swinject

Published Mobile Apps and/or Source Code

- Dots & Boxes - <https://itunes.apple.com/us/app/dots-boxes-with-triangles-hexagons-coins-strings/id913029637>
- Stellar Cram - <https://itunes.apple.com/us/app/stellar-cram/id905178751>
- Stellar Hedron - <https://itunes.apple.com/us/app/stellar-hedron/id1055263768>
- Trxilt - <https://itunes.apple.com/us/app/trxilt/id1123957451>
- GIPHYTags (2017) - <https://github.com/DavidSReich/GIPHYTags>
- SwiftUIReference (2020) - <https://github.com/DavidSReich/SwiftUIReference>
- SwiftUICombined (2020) - <https://github.com/DavidSReich/SwiftUICombined>
- Classic Life (2020) - <https://github.com/DavidSReich/Classic-Life>
- GridDragView (2020) - <https://github.com/DavidSReich/GridDragView>
- More (older) source at - <https://github.com/DavidSReich/>

Education

Massachusetts Institute of Technology

Bachelor of Science in Electrical Engineering

- Additional programming experience in machine language, Basic, APL, PL/1, Fortran, LISP.
- Experienced with structured programming techniques, top-down design methodology.

Professional Society Memberships and Certifications

- Association for Computing Machinery
- Institute of Electrical and Electronics Engineers
- IEEE Computer Society
- Certified SAFe® 4 Practitioner – 2019

Recent iOS Projects

Domestic Cat Pty Ltd

Victoria | Senior iOS Developer | 2021 – present

Lead developer on greenfield iOS SwiftUI applications for clients. Apps in the fitness and wellbeing space, and the stock trading space.

Stellar Software Pty Ltd

Queensland | Principal / Owner | 2002 - present

Created several SwiftUI open source repositories on GitHub - SwiftUIReference, SwiftUICombined, Classic Life, and GridDragView. The first two are SwiftUI example applications. Classic Life is a tribute to John H Conway. GridDragView is a SwiftUI grid View control. All this code is now several years old and already horribly out-of-date.

Designed and developed four apps in the App Store. Additional apps are under development.

Stellar Dots & Boxes, Stellar Cram, Stellar Hedron and Trxilt are derived from pencil-and-paper games. These are multiplayer (or vs. AI) games using the Game Center.

Yo Labs LLC

California | iOS Software Developer | 2020 – 2021

Worked on a prototype IOT application. Added QR Code scanning, mbedTLS encryption handshaking for BLE.

We Quilt, Inc.

California | iOS Software Developer | 2020

Worked on the Quilt audio-only chat beta application. Developed new SwiftUI Views and added new features.

Flatfox AG

Switzerland | iOS Software Developer | 2020

Worked on the Flatfox rental listing app for the Swiss market. Performed code reviews and refactored SwiftUI code.

Halfspace LLC

California | iOS Software Developer | 2020

Worked on Sculptura 3D – converted the user interface from UIKit to SwiftUI.

Cognizant Technology Solutions

Victoria | Senior iOS Engineer / Manager | 2018 - 2020

Developed POCs using ARKit and CoreML.
Courses/tutorials - Scikit-learn, TensorFlow, SwiftUI.

ANZ - (for Cognizant)

Victoria | iOS Software Developer | 2018 - 2019

iOS Developer on the Next application – ANZ's main consumer application.

Suncorp Group

Victoria | iOS Software Developer / Tech Lead | 2018

iOS Developer / Tech Lead on the greenfield Suncorp App.

Medibio Limited

Victoria | iOS Software Developer | 2017

Added Fitbit server data download to a health care app and refactored an excessively large storyboard.
Created a new application focused around ResearchKit.

Australia Post

Victoria | iOS Software Engineer | 2016 - 2017

iOS Developer on the Digital iD project.

Musikyoshi

California | iOS Software Developer | 2016

Developed an app for teaching musical instrument performance.

Tennis Australia

Victoria | iOS Software Developer | 2015 - 2016

Added features to several enterprise apps and marshaled the submission of the 2016 AO Player app to the App Store. The enterprise apps were for internal distribution and were part of the operation of the Australian Open.

fob app, inc.

Florida | iOS Software Developer | 2015

Created the Selfie Test Drive app. The app was focused on image manipulation and composting, using images from the device. The application used the camera, image picker, gesture recognizers, connected to AWS and Facebook cloud services, and shared images with Facebook, Instagram and other social networking sites and external apps.

Startup Company

Arizona | iOS Software Developer | 2015

Created new apps, added new features to and fixed bugs on existing apps. The apps use iBeacons in a proprietary manner as a key component of the system.

Old Desktop Projects

Praemium Limited,

Megabus Pty Ltd (three times),

IGT (Australia) Pty Ltd (two times),

Momentum Technologies Solutions Pty Ltd,

Trimble Planning Solutions Pty Ltd

Melbourne, Cheltenham, Hawthorn East, South Yarra, and Highett Victoria |

Senior Developer, Senior Software Developer, Senior Analyst Programmer |

2007 – 2015

Various desktop Windows applications.

Library World Inc

Saratoga, California | Senior Software Engineer | 1992 – 2012

Created the cross-platform (Windows, OS 9, OS X) LibraryWorld product line. Created a cross-platform source code base, using the XVT cross-platform toolkit to handle the GUI and created a platform-independent proprietary database. Designed and implemented a proprietary report script and report engine for the database. The report engine displayed reports on-screen, print them, or write them to a file – all from a single script. Programmed IIS CGIs and Apache Server CGIs.

Barnum Software

Belmont California | Senior Software Engineer | 1994 - 2011

Modified, updated, and ported the Quarter Mile Math program. This included the race / game module and the "smart" topics. Programmed sprite animation using off-screen bitmaps, programmed Xtras and topics for Windows and OS 9.

Legacy Experience and Skills

- **Languages** – C#, C++, C, ANSI C, Transact-SQL, Perl, Visual Basic, Assembly language, 4th Dimension, MACRO-11, MACRO-32.
- **Development IDEs** – Visual Studio, Visual C++, C++Builder, Embarcadero RAD Studio, Visual Basic, CodeWarrior, JBuilder, Eclipse, C++ Builder, Flash Builder 4.5.
- **Operating systems** – Windows XP, 95, 98, and NT, Mac OS 9.x, MS-DOS, Unix, Xenix, VMS, RT-11, other small computer OS.
- **Web Development** – HTML, JavaScript, CGI, CSS, Apache Server, IIS.
- **Computers** – Sun, VAX & micro-VAX, Apple II, Commodore, TRS-80, CP/M systems, PDP-11/23+, micro-PDP-11, Data General Nova.
- **Microprocessors** – programmed for 8051, 80386, 8088 etc., 680x0, 65xx, Z80, 8080A/8085, 1802A.
- **Cross-platform GUIs** – XVT, Java, wxWidgets.
- **Installation Tools, etc.** – Visual Studio installation projects (both .msi and .cab), Wise InstallBuilder / Installation System, Installer VISE.

Companies

• Domestic Cat Pty Ltd , Abbotsford, Victoria	2021-2023
• Stellar Software Pty Ltd , Toowoomba, Queensland	2002-2023
• Yo Labs LLC , Palo Alto, California	2020-2021
• We Quilt, Inc. , Los Angeles, California	2020-2020
• Flatfox AG , Zurich, Switzerland	2020-2020
• Halfspace LLC , Berkeley, California	2020-2020
• Cognizant , Melbourne, Victoria	2018-2020
• ANZ (for Cognizant) , Melbourne, Victoria	2018-2019
• Suncorp Group , Melbourne, Victoria	2018-2018
• Medibio Limited , South Yarra, Victoria	2017-2017
• Megabus Pty Ltd , Cheltenham, Victoria	2017-2017
• Australia Post , Melbourne, Victoria	2016-2017
• Musikyoshi , Saratoga, California	2016-2016
• Tennis Australian , Melbourne, Victoria	2015-2016
• fob app, inc. , Delray Beach, Florida	2015-2015
• Startup Company , Phoenix, Arizona	2015-2015
• Praemium Limited , Melbourne, Victoria	2014-2015
• Megabus Pty Ltd , Cheltenham, Victoria	2012-2014
• IGT Systems , Hawthorn East, Victoria	2012-2013
• Momentum Technologies Solutions Pty Ltd , South Yarra, Victoria	2010-2011
• Megabus Pty Ltd , Highett, Victoria	2009-2010
• Trimble Planning Solutions Pty Ltd , Melbourne, Victoria	2007-2008
• IGT Systems , Melbourne, Victoria	2006-2007
• MTECH Systems Pty Ltd , Dingley, Victoria	2005
• LibraryWorld Inc. , Saratoga, California	1992-2012
• Barnum Software , Belmont, California	1994-2011
• Miscellaneous Others , Massachusetts and California	1984-2002