DANIEL SPRINGER

iOS DEVELOPER

Pasadena, California USA (Willing to relocate)

EXPERIENCE

LIFE PLANNING APP(Objective-C): Lead Developer (April 2016 – present)

Developed the productivity type app from the ground up. Used CocoaPods to add functionality to the program. Published app to the Apple App Store. https://itunes.apple.com/us/app/life-planning/id1139993927?mt=8

BRIDGE CALCULATION APP(Swift): Lead Developer (Sept 2016 – present)

Worked with a designer and published the app on contract. https://itunes.apple.com/app/bridge-calculation/id1165608196?mt=8

AIR QUALITY DIARY APP(Swift): Lead Developer (July 2017 – present)

Published to the Apple App Store. Uses Realm and RxSwift with FRP. https://itunes.apple.com/us/app/air-quality-diary/id1266924281?mt=8

TUTOR TRACKS SOFTWARE(Java): Developer (April 2015)

Set up a Mac/Windows installer and worked on contract. Worked with another developer to modify legacy code. http://tutor-tracks.com/

EDUCATION

BACHELOR OF ART: Business Economics, September 2010
(Switched from Computer Science after the second year)
University of California, Irvine

STANFORD DEVELOPING IOS APPS: August 2015 – April 2016
STANFORD C++ and JAVA CLASSES: April 2015

SKILLS

- Object-Oriented Programming (5 yrs)
- Xcode (3 yrs)
- Swift (2 yrs)
- Objective-C (3 yrs)
- FRP in RxSwift using MVVM
- Working with a designer on contract

- REST APIs / transforming data into JSON
- UIKit
- Core Data / Realm
- Auto Layout
- CocoaPods
- GitHub: https://github.com/DerCSpringer