BJORN CHAMBLESS

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PROFILE

I have a range of technical experience in industry and academia

For the last decade my focus has been iOS development

EXPERIENCE

IOS DEVELOPER, EBAY INC — 2017-2021

I contributed to a number of groups during my time at eBay. These include: Product Reviews, My-eBay, & Regional Development North-America.

IOS DEVELOPER, TERRA-STRIDE — 2016-2017

During this period I was the sole iOS development resource for Hunt Stand (a mapping application for hunters). I was responsible for feature development, App-Store releases, bug fixes and technical support.

IOS DEVELOPER, BUILT-LIGHT — 2010-2016

Senior architect for a small (3-person) app development shop. Some of our clients included Pace Gallery & Philips Healthcare.

SENIOR ARTIFICIAL INTELLIGENCE ENGINEER, KRONOS - 2000-2010

Developed predictive models for employee selection. Applied artificial neural networks and information theory to the problem of behavioral prediction. These models were widely deployed and provided hiring recommendations for thousands of applicants. This role involved writing custom scientific software, database management and training neural networks.

EDUCATION

Bachelor of Science - University of Oregon
MS, Computer-Science - Portland State University

TEACHING

I've taught iOS development in a few contexts: mentoring for bloc.io (now Thinkful), presenting multi-day bootcamps and writing & presenting for Treehouse. I wrote a couple scripts for them and presented my "iOS Design Patterns" course.

At the Portland State University Department of Computer Science I taught and developed content for graduate and undergraduate levels. Courses included:

- CS 200 - Computer Organization and Assembly Language
- CS 201 - Computer Architecture
- CS 410 - Viruses & Worms (this course I proposed and developed. It remains in the curriculum as Malicious Code & Forensics)

PUBLICATIONS

Primary Author

- "An Information Theoretic Methodology for Pre-structuring Neural Networks" - IJCNN 2001 with George Lendaris and Martin Zwick
- "Information Theoretic Feature Selection for a Neural Behavioral Model" - IJCNN 2001 with David Scarborough
- "HARP - Home Agent Redundancy Protocol", IETF draft with Jim Binkley

Secondary Author

"Inadvertent honesty: occurrence and meaning of applicant faking in unproctored personality tests" - SIOP 2006 with Anne Thissen-Roe & David Scarborough

"A computerized assessment system to predict the performance of sales associates" - SIOP 2005 with Annie Thiseen-Roe & David Scarborough

PATENTS

- Electronic Employee Selection Systems & Methods, us 7080057 - issued 7/18/2006, us 7310626 - 12/18/2007
- Employee Selection Via Multiple Neural Networks, us 7472097 - 12/30/2008
- Development of Electronic Employee Selection, us 7558767 - 7/7/2009, us 7562019 - 7/15/2009

OTHER EXPERIENCE

- Contracted by Intel Corporation to investigate optimizing HTTPS encryption with hardware vector support. I rewrote Apache web-server encryption routines in assembly using MMX instructions and evaluated performance.
- Worked for DARPA (Defense Advanced Research Projects Agency) on the Secure Mobile Networking Project at PSU. Worked to build-out functionality specified in IETF RFC 2002

CURRENT DEVELOPMENT WORK

I've been developing "The Approximate Machinist". This iOS app calculates cutting speeds for machining operations. It is written in Swift-UI and uses Core-Data for persistence. Version 1.3 is available in the Apple App Store. The repository is on GitHub and I'm happy to provide access on request