John Hearn

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PROFILE

Experienced iOS developer, mathematician, and former commercial fisherman. I write clean, efficient, maintainable code with the goal of building apps that are accessible to everyone. I thrive when I'm working with talented people to solve hard problems.

iOS DEVELOPMENT EXPERIENCE

iPHONE APP | Tomorrow
2017-2018 | Seattle, WA

- Developed, from infancy to maturity, award-winning financial planning app.
- Conceptualized with VP of Product design of custom UI to collect and present detailed financial information in a way that was easy for users to understand.
- Onboarded and trained new engineers in use of Re and ReactiveSwift to manage app state and asynchronous data flow.
- Performed daily code reviews to improve team coding standards and app performance.
- Researched and implemented numerous libraries and frameworks for use in app to quickly reach minimum viable product.
- Developed a traffic control algorithm to delay UI updates until complete, interdependent data sets had been returned by the API.
- Developed and maintained client-side business logic to determine when users had completed legally necessary tasks to generate legal documents, and to guide them through unfinished tasks.
- Coded test suite to validate data models and business logic with Quick and Nimble.
- Wrote and maintained internal documentation for build pipeline tools, including Carthage, Cocoapods, ReSwift, custom build scripts, BuddyBuild (for continuous integration testing and test build deployment), and iTunesConnect.
- Migrated project dependency management from Cocoapods to Carthage to improve Swift build times.

iOS PROJECTS

iPHONE APP | Wikable
2017 | Seattle, WA

- Developed a prototype Wikipedia client in Objective C using VoiceOver and DynamicText to make content accessible to people with visual impairment.

iPHONE APP | RouteStats 1
2016 | Seattle, WA

- Developed a small app to display realtime and aggregate travel statistics using Swift, MapKit, CoreLocation, and CloudKit.

SKILLS

LANGUAGES
Proficient:
Swift, Objective C, JavaScript, HTML, C/C++, PERL, BASH, MySQL, LaTeX
Familiar:
CSS, Ruby, x86 Assembly (GNU & MASM), MongoDB, FORTRAN, PROLOG, MATLAB, Mathematica, eLISP

TOOLS & FRAMEWORKS
Xcode, ReactiveSwift, ReactiveCocoa, RxSwift, ReSwift, Moya, ObjectMapper, AlamoFire, Nimble/Quick, XCTest, UIKit, CoreData, CloudKit, SpriteKit, MapKit, CoreLocation, Git, BuddyBuild, ParseServer, Carthage, Cocoapods, Node, React, Redux, Express, AWS, Heroku, GoogleAnalytics, Fabric, Flurry, LLDB, WebPack, Browserfy, Chai, Gulp, JQuery, Subversion, TravisCI, Rails, Selenium, Bugzilla, SocketIO

PROFESSIONAL
— Fierce attention to detail

— High ethical standards

— Motivated by desire for excellent user experience

— Strong belief in collaborative process and team inclusion

— Ability to communicate technical concepts in simple terms

— Ability to recognize problems and possible solutions early

— Intuition for long-term consequences of technical decisions

— Creativity and adaptability when faced with changing requirements

AWARDS

PLUG AND PLAY SUMMIT
Winter 2017 | Winner

TECH CRUNCH DISRUPT
2017 | Nominee

OTHER PROJECTS & EXPERIENCE

WEB GAME PLATFORM | Pushes Rocks
2016 | Portland, OR
- Developed a web platform for mini-games with NodeJS, Express, and OpenShift. (Currently down for maintenance).

BACKEND WEB DEVELOPMENT | John Hearn Consulting
2007 - 2016 | Portland, OR and Seattle, WA
- Worked with many clients to develop, test, and maintain their backend APIs using Rails, MEAN, or LAMP stacks and associated technologies.

KICKSTARTER CAMPAIGN | þapparel
2013 - 2014 | Portland, OR
- Developed a Portland-centric clothing brand sourcing locally made materials and designs.

TEST AUTOMATION | Carbon Salon
2008 - 2010 | Eugene, OR
- Implemented and maintained automated unit and integration test suites for Rails apps with Selenium and related tools.

ENGINE DEVELOPMENT | GarageGames
2007 | Eugene, OR
- Implemented fixed-function and clip map rendering, Mac platform port of game engine, and legacy code test suite.

EMPLOYEE APPLICATION PORTAL | Harvey Mudd College
2006 - 2007 | Claremont, CA
- Developed PERL scripts for automated processing of online job applications, including an HTML tokenizer, automation of database tasks, and rendered HTML email forms.
- Assisted students and faculty with computer-related difficulties.

BUGZILLA/CVS INTEGRATION | Parasoft
2006 | Monrovia, CA
- Implemented automated scripts and Bugzilla-integrated webform to associate specific CVS revisions of multi-file patches with Bugzilla tickets based on nightly tests.

RESEARCH

KOLMOGOROV COMPLEXITY | Harvey Mudd College
2005 - 2006 | Claremont, CA
- Worked with Prof. Ran Libeskind-Hadas to explore applications of Kolmogorov complexity to graph compression.

HARVEY MUDD HUMANITIES | Research Assistant
2005 | Claremont, CA
- Assisted Prof. Richard Olson in researching sources relating to discovery and use of algebra in China during the ancient and early imperial epochs.

EDUCATION

HARVEY MUDD COLLEGE
BS in Mathematics
Spring 2007 | Claremont, CA

UNIVERSITY OF WATERLOO
Summer 2005 | Waterloo, ON
Courses taken in support of thesis

BIG NERD RANCH
Spring 2013 | Banning Mills, GA
iOS Essentials with Objective-C

CODE FELLOWS
Spring 2015 | Portland, OR
Advanced Full-Stack Development with JavaScript

CODE FELLOWS
Winter 2016 | Seattle, WA
Advanced iOS Development with Swift and Objective-C

COURSEWORK

GRADUATE
Kolmogorov Complexity
Theory of Complexity
Graph Theory
Analytic Number Theory

UNDERGRADUATE
Theory of Computation
Algorithms
Data Structures
Combinatorics
Number Theory
Real Analysis I & II
Abstract Algebra I & II