John Hearn

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Profile

Experienced software engineer, occasional product manager, and mathematician (with brief stints in fashion design and commercial fishing). Ever a generalist. Currently leveraging varied expertise to direct interdisciplinary teams building software tools for acoustic engineers. I like working with smart people to solve hard problems. I also like race cars.

Recent Work Experience

Principal Software Engineer, Acoustic Tools Apple
2022-Present | Cupertino, CA

Senior Software Engineer, Acoustic Tools Apple
2018-2022 | Cupertino, CA

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iOS Engineer Tomorrow
2017-2018 | Seattle, WA

- Developed, from infancy to maturity, award-winning financial planning app.
- Conceptualized with VP of Product the 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 ReSwift 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.

Skills

Languages

Proficient: Swift
A Bit Rusty: Objective-C, Java, JavaScript, C/C++, PERL, BASH, MySQL, MongoDB, Ruby, LaTeX
Familiar: Python, FORTRAN, x86 Assembly, MatLab, eLISP, PROLOG

Professional

- Strong attention to detail
- High ethical standards
- User experience focused
- Promotes collaboration and inclusion
- Communicates technical concepts with simple language
- Recognizes and prevents problems early
- Creative and resourceful in chaotic environments
- Always playing the long game

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

Awards

Plug and Play Summit
Winter 2017 | Winner

Tech Crunch Disrupt
2017 | Nominee

Other Projects & Experience

iPhone App Wikable
2017 | Seattle, WA
- Developed a hackathon proof of concept 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 over 4 days to display realtime and aggregate travel statistics using Swift, MapKit, CoreLocation, and CloudKit.

Web Game Platform Pushes Rocks
2016 | Portland, OR
- Developed a web platform for mini-games with NodeJS, Express, and OpenShift.

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 ƿapparel
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.

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
Winter 2016 | Seattle, WA
Advanced iOS Development in Swift & Objective-C

Coursework

Kolmogorov Complexity
Theory of Complexity
Graph Theory
Analytic Number Theory
Theory of Computation
Algorithms
Data Structures
Combinatorics
Number Theory
Real Analysis I & II
Abstract Algebra I & II

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.