

# Moshe Berman

Expert iOS Engineer

347.453.1899

[mosheberman@icloud.com](mailto:mosheberman@icloud.com)

[www.mosheberman.com](http://www.mosheberman.com)

## Education

Brooklyn College, New York, NY  
Computer Science & Journalism

## Highlights

Internships at Apple, The New York Times.

Open source contributor.

Stack Overflow contributor.

Two time Apple WWDC

student scholarship recipient.

President, Brooklyn College

Computer Science Society,

Fall 2014 - Spring 2015

Sam Beller Scholarship Award  
for Entrepreneurship, 2013 &  
2014

## Skills

Objective-C, Swift, Cocoa  
Touch, UIKit, Core Data,  
Xcode, HTML, JavaScript,  
CoffeeScript, jQuery, CSS,  
Python, Django, PHP, MySQL,  
Java, ActionScript, C, & C++.

## Experience

### **iOS Engineer, GameChanger Media, New York, NY - September 2016 - May 2017**

Worked on the company's flagship iOS app as part of the Admin & Community Engagement team, including adding push notifications, supporting a third-party messaging SDK. Offered domain expertise where needed. (i.e. assisted engineers with Xcode debugging tools, upgraded Jenkins continuous integration servers, and assisted QA team with code signing.) Delivered several internal presentations on technical and non-technical topics.

### **Software Engineer (Intern), Apple, Cupertino, CA - Summer 2015**

Prototyped the Continuity Clipboard feature for macOS and iOS as an intern with the Core Frameworks team.

### **iOS Developer, Brooklyn College, Brooklyn, NY - June 2014 - May 2015**

Built the first official Brooklyn College iPhone app, enabling students to navigate campus, contact their professors, and view their schedules, their tuition balance, and the status of campus systems. Use Cocoa networking APIs to download data from college servers as needed.

### **Software Engineer (Intern), The New York Times, New York, NY – Summer 2013**

Prototyped a new version of The Scoop, as part of a team of seven interns. Wrote Objective-C code following Cocoa design patterns. Processed JSON APIs. Participated team meetings, contributing to the final design. Presented project results to 150 New York Times employees.

### **iOS Developer, CityMaps, New York, NY – December 2012 - January 2013**

Refactored portions of the CityMaps iOS app's architecture. Implemented designs provided by product designer using UIGestureRecognizer and other UIKit technologies.

### **iOS Developer, Imagineer Technology Group, New York, NY – Feb. 2012 - Apr. 2013**

Developed Clienteer Mobile, an iOS client for for Imagineer's cloud-based CRM software. Wrote code to handle malformed data coming from web APIs and to display data to the users.

### **Freelance iOS Developer, New York, NY – March 2010 - Present**

Wrote about 20 apps for iOS and OS X. Wrote several open source libraries: MBCalendarKit, MBTileParser, Surfboard, & PatronKit. Ported the KosherJava library from Java to Objective-C.

**GitHub:** <https://github.com/mosheberman>

**Stack Overflow:** <https://stackoverflow.com/users/224988/moshe>