Isaac Halvorson

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Skills

Languages: Swift, Objective-C, Ruby, Python, Java, Groovy, JavaScript, TypeScript, HTML, CSS, C#

Apple Technologies: Location services, iOS background processing, Swift Package Manager, localization, Unit and UI tests using XCTest and Quick/Nimble, Core Data, Realm, HTTP requests, MVC, Coordinator architecture, Objective-C and Swift command line applications, launchd

Development Tools: Xcode, JetBrains IDEs, Bazel, Fastlane, Jenkins, Anka, Crashlytics, Fabric, Firebase, Travis CI, Git, GitHub, Bitbucket, shell scripting

Other Technologies: Node.js/Express, PostgreSQL, MSSQL, MongoDB, Sass, Gulp, usage and design of Rest APIs, Markdown, AWS (S3, Route 53, API Gateway, Lambda), hosted virtual private servers, Heroku, Bash/ZSH/Fish, Jamf Pro/Casper Suite, AirWatch, Jekyll

Open Source Projects | github.com/hisaac

Plain Pasta | github.com/hisaac/PlainPasta
Plain Pasta is a macOS app that automatically strips any styling from text on your Mac's clipboard

Tiime | github.com/hisaac/Tiime
Tiime for iOS is a clock that displays time in non-standard ways, and allows for user customization of the app's icon, colors, and fonts.

Work Experience

Target
Senior iOS Platform Engineer (April 2021 – present)

While at Jamf, I developed an interest in development tooling and automation. Joining Target's iOS Platform team gave me an opportunity to learn more about "platform" development — the intersection of app development and devops. Target already had a mature and well-developed process, so joining their team meant I could learn existing best-practices and build from that foundation.

- Quickly learned how to use and modify Target's multiple in-house and third party build and development tools.

- During my first month at Target, I delivered an important update to Target's complex and custom Bazel integration to support Xcode 12.5, keeping the developers on the most recent development tools available.

Jamf Software
iOS and macOS Developer (March 2019 – April 2021)

I joined Jamf because I wanted to develop iOS and macOS software that would impact people, and it did not disappoint. Jamf's software is running on millions of devices across the globe. I've worn a few hats at Jamf, first working on a user-facing iOS and macOS app, then moving to work on a low level macOS application with a command line interface — the backbone of Jamf's Mac management platform.

- Greatly improved the VoiceOver compatibility of *Self Service,* Jamf's primary user-facing macOS app

- Helped maintain and improve my team's multiple testing suites and CI/CD workflows

- Took ownership of an internal server-side Swift project

- Investigated, advocated for, and implemented multiple large and small features and improvements to the codebase

- Worked across countries and time zones with coworkers on my team, and outside my team

Q3 Contracting
iOS Developer (July 2018 – March 2019)

As Q3's sole iOS developer, I maintained multiple existing iOS apps and libraries written in both Swift and Objective-C, wrote new apps based on the business's needs, and help decide the direction of mobile development for the company.

- Updated multiple apps to more modern development practices, and retired apps no longer being used
- Migrated analytics, crash reporting, and beta deployment to Firebase (from Mixpanel, Fabric/Crashlytics, and DeployGate respectively)
- Volunteered to manage the company's Jenkins server, and improved the build processes for both web and mobile applications
- Worked with web developers to build a new Node.js microservice in TypeScript

C.H. Robinson
iOS Developer (July 2017 – July 2018)

After a three month stint as a web developer, I moved onto the mobile team and took over all development of the company's two iOS apps. Having not done any iOS development prior to this, I needed to learn quickly to keep the apps functioning, and deliver new features.

- Learned Swift and iOS development quickly, and was pushing code to production in less than a month
- Tested and implemented a complex system for monitoring and reporting a device's location while the app was in the background
- Internationalized one of our apps for use in Europe, adding 7 new language translations, updating the UI, and making significant updates to the app's networking logic to address latency issues

Full-Stack Web Developer (April 2017 – July 2017)

I was hired for C.H. Robinson's *HatCHRy* program — a three month, intensive on-boarding program for new developers — where I learned all about the company's business and technology. It was here that I learned C#/.NET, and used it to develop an internal back end service that sent email notifications upon successful upload of accounting documents.

Pixelsmith
Contract Front End Web Developer (February 2017 – April 2017)

Pixelsmith is a small development shop specializing in web app and Wordpress app design. While here, I helped build and design a banking rewards web app.

BBDO Minneapolis
IT Support Technician (August 2014 – April 2016)

I managed the IT department and handled all the tech support for BBDO's Minneapolis office, winning an award for my efforts helping the company. Upon starting at BBDO, I streamlined processes and systems to make life easier for everyone.

Apple Inc.
Genius (August 2012 – August 2014)

My Genius team won Apple's Ovation award two quarters in a row, demonstrating our excellence in customer satisfaction and repair efficiency. As a Genius, I performed Mac and iOS hardware and software support, troubleshooting, and training.

I was also chosen for a special program while at Apple, spending three months in at Apple's headquarters in Cupertino, doing software QA with an internal web development team.

Education

Prime Digital Academy
Full-Stack Software Engineering Certificate (September 2016 – January 2017)

Prime is an intensive, 18-week web development school, focused on both technical skills and business skills. Here, I learned HTML, CSS, and full-stack JavaScript development, and also honed my public speaking, project management, and group work skills.

Institute of Production and Recording
AAS Degree in Audio Production and Engineering (2008 – 2010)

University of North Dakota
General Education Requirements (2005 – 2008)

References: For the privacy of my references, I don't include their names or contact information here. Please email me at isaac@isaachalvorson.com to request references.

A version of this résumé with more details is available at: isaachalvorson.com/resume