

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, 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, 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

Jamf Software

iOS and macOS Developer (March 2019 – present)

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