Zachary Beyer

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# Summary

Seven+ years of professional software engineering experience. I’ve worked on world class native iOS applications primarily and assisted on web app and development tools creation.

# Experience

## Mobile Engineer | McGraw-Hill Education | 2015-Present

* Worked independently for three years designing and developing modernized k-12 **ConnectED** app for iOS (*objective-c*) while simultaneously maintaining the legacy application. Addressed customer service issues with communication, triage, and hot-fixes when appropriate. Worked with independent service vendors on integration of contracted frameworks with k-12 apps. Managed iOS release deployments.
* When active development was completed on k-12 app, I integrated into team for the higher education **ReadAnywhere** app. Mostly developed the iOS (*Swift*) platform app, however I also assisted UI development on the Android platform.
* To aide the larger team, I wrote a variety of shell tools for workspace and automation support. These tools helped the team stay in sync in a dynamic and complex workspace built on shared internal frameworks. Contributed to multiple of these in-house Swift frameworks.
* Throughout four+ years, I’ve maintained mobile Jenkins automated build process for enterprise QA builds as well as worked on ways to better leverage our automation, including (more recently) test suite(s).

## Applications Developer | Holland America Line | 2014-2015

* Primary developer to maintain crew facing iOS (Objective-c) application and resolved asynchronous data conflicts for devices at sea with unique syncing issues. Simultaneously added value as a front-end web applications developer utilizing Angular JS 1.6. Focused on delivering revised *Secondary Booking Flow* experience. Resolved complex business service options related to loyalty rewards program.

## Software Design Engineer | Omega Labs Inc. | 2012-2014

* Startup brought me onboard to build k-12 *edutainment\** experiences in accordance with common-core requirements. I wore many hats from design through development and deployment. Built out core game logic for scoring in Mathtopia Suite as well as level / pacing tools, included effects and art, and extensions for sequel game modules, like Fractions. Wrapped Facebook iOS API for in-Game challenges and user login/validation.
* Worked on non-game cloud based *edutainment\** app API and iOS app. Added Dropbox API for independent content authors to import photos and art into their products.

# Education

## Associates Game Art & Animation | Graduated 2011 | Madison Media Instititue

* Graduated with associates in Game Art & Animation.