

iOS developer/designer with Android and server-side experience, all around nice lad.

Education

SUNY Stony Brook, College of Engineering and Applied Sciences
Bachelor of Science in Computer Science, 2012

Experience

Timehop, New York, NY
Lead iOS Developer

December 2015 - Present
timehop.com

Supported Timehop 3.3-3.5, and rewrote the app serving *tens of millions of users*, 99.94% of whom are crash free, rated 4.5 stars in the App Store. The app was built originally in Objective-C with ReactiveCocoa 2, and I ported it to RAC 4 and Swift creating a modular architecture, and implementing a novel protocol oriented MVVM approach. (When engineers say novel it's usually bad, but I swear this was good!)

Picks, New York, NY
Founder

March 2014 - December 2015
itspicks.com

Built Picks, a to-do list app for the things you love, movies, restaurants, books, games, podcasts, and more. By providing rich metadata like menus for restaurants, trailers for movies, book jackets for books, and assorted other information, we're able to gain insight into the things that you really want to do, have done, and loved. The more that you use Picks, the more it learns about your interests, and is able to recommend new things for you to try.

Bitly (Contract), New York, NY
Sole iOS Developer

August 2014 - July 2015
bitly.com

Re-wrote Bitly's iOS app (not available in the App Store yet). The app was entirely re-written in Swift, and abstracted into modules. The main app was supplemented with a share extension (for shortening and sharing a URL from any app that had URLs such as Safari, Tumblr, or Slack).

Betaworks, New York, NY
Lead iOS Developer

May 2013 - January 2014
appshopper.com/productivity/done-not-done

Re-wrote Done Not Done, versions 1.5-1.6, an app for keeping track of the movies, books, and albums you've watched, read, and listened to. Done Not Done lets you see your friends' reviews, get recommendations from other users, and find new media to enjoy, while being notified in real time when your friends want to do, or have done something new.

After Done Not Done I worked between Betaworks studio companies, doing iOS, Python server work, and managing a currently unreleased project.

Bondsy, Brooklyn, NY
Mobile Developer

October 2012 - February 2013
bit.ly/the-verge-bondsy

Developed version 1.0 of Bondsy (a graduate of the Techstars startup accelerator), a marketplace for people you can trust. By leveraging your existing your social connections, Bondsy is able to show users items of interest which they can confidently obtain. By creating a simple and streamlined process to post an item, Bondsy encouraged repurposing items which may have more value to others than to oneself. Much of the emphasis was on creating the best UX for a playful and conversational, yet reassuring environment.

Viggle Inc. New York, NY
Mobile Engineer

January - October 2012
viggle.com

Worked on the development of the iPhone application, Viggle. Created the Viggle Platform Development Kit, a Javascript framework for quickly developing HTML 5 apps within Viggle. Other work included Android development, day to day product decisions, and UX design.

Bascom Global Internet Services, Hauppauge, NY
Lead iOS Developer

February 2010 - December 2011
bascom.com/solutions/anywhere-filter

Created and designed Bascom Anywhere Filter iOS application with a content-filtering system designed for use in schools, libraries, and companies across the country. Redesigned Bascom's content creation tools for teachers and organizations, and assisted with website maintenance.

Freelance Projects

I won't bore you with *every* freelance project and app I've built, so here's a few fun ones.

New York Public Library Labs Division (iPhone design, bit.ly/nypl-api) February - June 2014
Designed a digital reader for the NYPL to open source and white label for other libraries across the country to use. Also built a JSON API for getting #NYPL images from Instagram and Flickr in Go.

Unmentionables: a Taboo™ game (iPhone, Android) bit.ly/unmentionables-taboo
A mobile version of the classic card game Taboo. Players can win free packs by sharing to social media, and completing tasks, or buy thousands of more cards via in-app purchase. The cards were generated by scraping Wikipedia and using Amazon Mechanical Turk (which worked really well!)

Batting Goggles: a Taboo™ game (iPhone) bit.ly/batting-goggles-hbt
An app that produced heat maps and live statistics for every player in Major League Baseball using PitchFX data. Users were able to create lineups to keep track of their favorite players.

Metrooptimizer - Your Metrocard Helper (iOS, Android, & WP7) bit.ly/metrooptimizer
This app allows the user to enter the amount of money left on their New York City MetroCard, and then be told the amount they should add when refilling their card to get an evenly divisible fare.

Technical Skills

Languages: Swift, Objective-C, Go, Java, Ruby, Python-ish, forever learning Haskell...

Mobile Platforms: iOS, Android, Windows Phone 7

Server Platforms: Heroku, Parse, AWS

Frameworks: Perfect, Rails, Gorilla Mux, Martini, Play

Social Platforms: Twitter, Facebook Open Graph, Instagram, Foursquare

Tools: Xcode, Adobe Photoshop, Illustrator, vim > emacs, sorry