iOS developer/designer with Android and server-side experience, all around good guy.



## Education

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



## Experience

**Betaworks,** New York, NY Lead iOS Developer

May 2013 - January 2014 donenotdone.com/ios

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

bondsy.com

Developed version 1.0 of Bondsy, 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 obtain confidently. By creating a simple and streamlined process to post an item, Bondsy encourages repurposing items which may have more value to others than to oneself. In my time at Bondsy, I was focused on building an iOS application that was flexible and could be iterated upon rapidly. Much of the development emphasis was on creating the best user experience for a playful and conversational, yet reassuring environment.

Bondsy is a graduate of the Techstars startup accelerator, founded by Diego Zambrano.

**Viggle Inc.** New York, NY *Mobile Engineer* 

January 2012 - October 2012

viggle.com

Predominantly work 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 includes Android development, day to day product decisions, and general design. Viggle is a social television app that allows a user to check in to a TV show, through audio verification (much like Shazam or IntoNow), and then awards a user points based on their viewing, and participation in events, games, and engagements. The user can then trade in those points for real life rewards such as a gift card, iPod, Kindle, etc.

## Lead iOS Developer

## 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 regularly assisted with website maintenance. Code was managed using the SVN version control system. Practiced Agile development and participated frequently in code reviews.

## **Freelance Projects**

## Unmentionables: a Taboo™ game (iPhone, Android)

## appmonkeys.org/Unmentionables

This application is a mobile version of the classic card game Taboo. Players can win free packs by sharing information on various social networks and completing tasks. There are thousands of additional downloadable cards as in app purchases. Worked with a team of designers in developing the user interface, and deployed Amazon Mechanical Turk tasks to aid in the creation of cards.

## Batting Goggles: Baseball statistics app (iOS)

## appmonkeys.org/Batting-Goggles

This application produces the latest heat maps and live statistics for every player in Major League Baseball. Users can create multiple lineups and keep track of their favorite players. The heat maps are generated using PitchFX data on players broken down into 25 distinct zones. The data is provided by MLB and stored in an SQL database, with live stats scraped and parsed daily via Python.

## Baker & McKenzie LLP: Documentation app (iOS)

#### url.fabisevi.ch/bakermckenzie

This application is a digital version of Baker & McKenzie's Cross-Border Listing documentation. For this application, I wrote multiple data converters which, given the Baker & McKenzie source documentation of rules and regulations, produced HTML-formatted content, which was then stored in a SQLite3 database. The application uses Core Data to do the lookups and displays portions of the documentation using UIWebView.

**Metroptimizer:** a MetroCard assistant app (iOS, Android, & WP7) appmonkeys.org/Metroptimizer This application allows the user to enter the amount of money left on their New York City MetroCard, and then be told the amount they should deposit when refilling their card to get a whole number of rides.

QuickNote for Notification Center (Jailbroken iOS) google.com/search?q=quicknote+ios+widget

A widget that puts a scratch pad in the Notification Center on iOS for taking notes. If you're on a call, if you're texting, or any other time you don't want to leave your app, just pull down the notification center and jot down your note. Over 225,000 downloads and counting.

# **Technical Skills**

Languages: Objective-C, Java, Ruby, Go, Javascript: The good parts;), MySQL

Frameworks: Rails, Gorilla Mux, Martini, Play Mobile Platforms: iOS, Android, Windows Phone 7

**Server Platforms:** Heroku, Redhat Openshift, Parse, Amazon S3, EC2, Digital Ocean **Social Platforms:** Twitter, Facebook Open Graph, Instagram, Twilio, and Foursquare APIs

Version Control Systems: GIT, Mercurial

Tools: Adobe Photoshop, Illustrator