Aaron Sky

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Experience

iOS Engineer II, Wayfair – July 2017 to Present

Work in an agile team to produce a pleasant storefront experience for iOS.

Mobile Developer, SapientNitro – June 2016 to July 2017

Developed native mobile solutions for Fortune 100 clients in the Boston area. Managed native iOS and Android aspects of several React Native apps. Created testing and release tools for teams to reduce development friction. Worked with clients to painlessly deploy to storefronts.

Mobile Testing Intern, Xamarin – January 2015 to August 2015

Responsible for automating product sample testing, filing and verifying bugs in the Xamarin platform, managing and enhancing internal QA infrastructure using Chef, overseeing automated test runs and porting newly released iOS and Android samples to Xamarin.iOS and Xamarin.Android, respectively.

Projects

Undisclosed React Native Project (June 2016)

Developed and published four apps to iOS and Android storefronts using React Native for a Fortune 100 insurance client. Served as the team's native mobile specialist, DevOps specialist, and release coordinator. Utilized Scrum and Agile methodology to effectively respond to and pivot on client input. (Developed on behalf of SapientNitro)

Ibizan (January 2016 - May 2016)

Ibizan is a chat bot built on the Hubot framework, originally contracted by Fangamer. Ibizan is designed to provide an intuitive and interactive interface to managing a timesheet. (Developed under contract on behalf of Fangamer)

Drawn (October 2015 - December 2015)

Drawn is a simple drawing app for iOS that utilizes CoreGraphics and UIKit to create a lightweight doodling experience. Implements Z-layers, custom color palettes, sharing and saving. Unfinished and unpublished, but later won a 2016 WWDC Student Scholarship from Apple. (Personal Project)

Topeka (July 2015)

A fun quiz game for Android used to showcase Material Design. Ported from original Google sample in Java to add to the Xamarin sample repository. One of the largest ported samples in the Xamarin sample repository and the only full in-depth application. (Ported on behalf of Xamarin)

Skills

Programming Languages (selected by relevance and order of current confidence)

Objective-C/Swift *8yrs* — **JavaScript** *5yrs* — **C#** *5yrs* — **Java** *7yrs* — **Ruby** *3yrs* — **Python** *6yrs* — **C++** *3yrs*

Education

Rochester Institute of Technology, Rochester, NY
BS Game Design & Development, May 2016