

ALEC GORGE

I SOLVE PROBLEMS. I BUILD THINGS.

alecgorge.com

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9 TO 5

Apple

SUMMER 2015

As a software engineering intern, I worked on Messages for the **Apple Watch**. I worked on user-facing features that I owned and shipped to the public. I also developed a tool to aid debugging issues with Messages.

TECHNOLOGIES: Xcode, ObjC, Swift, iOS, watchOS, TypeScript

Vitamin J

SUMMER 2014

I architected and built the minimum viable iOS app for an Indianapolis-area tech startup disrupting social shopping.

TECHNOLOGIES: Parse.com, JavaScript, Jenkins CI, Objective-C, iOS

Hulu

FALL 2013

As the iOS engineering intern, I led the iOS side of a collaboration with the living room devices team and the services team to allow customers to control Hulu playback on devices such as the Chromecast and Xbox One. I improved CI build speed 10x. I also built internal tools and APIs to automatically symbolicate crash reports.

TECHNOLOGIES: Jenkins CI, Xcode, ObjC, iOS, WebSockets, node.js

Interactive Intelligence

SUMMER 2012

I designed, architected and implemented the initial version of the Mobilizer generator for Windows 8. Mobilizer builds native tech support applications for multiple platforms through the use of an easy to use domain-specific language.

TECHNOLOGIES: iOS, HTML, CSS, JavaScript, Visual Studio

Rare Bird, Inc.

SUMMER 2011

I also developed a in-house iOS utility & web app to allow coworkers to track time worked. My client work included web development for Harvard Medical School and UNdY.

TECHNOLOGIES: iOS, ObjC, HTML, CSS, JavaScript, PHP

EDUCATION

Purdue University

MAY 2016

BS COMPUTER SCIENCE

3.2 GPA

Eagle Scout, Boy Scouts

AUG 2010

ALL DAY

TINITT

JAN 2012 to PRESENT

As CTO of TINITT, I manage a small team of designers and developers to deliver custom-built iOS, Android, WordPress and web solutions for startups and small to medium organizations. Example: brebeuf.org. More info at tinitt.com.

TECHNOLOGIES: iOS, Android, node.js, PHP, WordPress, Web Dev

Blue Paint, LLC

NOV 2007 to PRESENT

I founded Blue Paint and I build software solutions for clients. My specialties are front-ends and back-ends for web apps & native iOS apps. Project details are available upon request.

TECHNOLOGIES: iOS, node.js, PHP, WordPress, Web Dev

PROJECTS (+ 130 ON GITHUB)

PhishOD + Relisten

120,000+ DOWNLOADS, phishod.com, relisten.net JUL 2013

A native and open-source iOS app and web app that allows you to legally listen to over 45,000 live concerts for free, featuring artists like Phish and the Grateful Dead. Indexes multiple legal sources such as archive.org . 600,000+ song plays per month; 4.9 average rating. Supports AirPlay, downloads, offline caching and gapless playback.

TECHNOLOGIES: iOS, ObjC, Angular.js, node.js, AVPlayer, JSON, HTTP

Edline for iOS

450,000+ DOWNLOADS, alecgorge.com/edline FEB 2012

Native iOS app that allows for Edline students & parents to check grades, view assignments and more. Over 114,000 active users and 3.3M sessions per month. Rated 4.7 stars.

TECHNOLOGIES: iOS, ObjC, Screen-scraping, reverse-engineering

Adminium for iOS + JSONAPI

13,000+ SALES, adminiumapp.com

NOV 2010

Native iOS app for managing and controlling multi-player servers for the game Minecraft. Rated 4.5 stars. Powered by JSONAPI, a streaming data HTTP and WebSocket API for Minecraft servers. GitHub: alecgorge/jsonapi

TECHNOLOGIES: iOS, ObjC, Java, Maven, netty, Reflection, reverse-eng