# 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 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 a easy to use domain-specific language.

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

#### Rare Bird, Inc.                             SUMMER 2011

I developed an in-house iOS utility & web app to allow co-workers to track time worked. My client work includedweb development for Harvard Medical School and UIndy.

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

### EDUCATION

#### Purdue University                            MAY 2016
BS COMPUTER SCIENCE                           3.2 GPA

#### Eagle Scout                                       AUG 2010

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### 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

### WHATEVER TIME IS LEFT (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