Alec Gorge

github.com/alecgorge
alecgorge.com

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work experience

TINITT

LEAD DEVELOPER/CO-OWNER — JAN 2012 to PRESENT — tinitt.com

Working as development lead and main code writer for TINITT. Responsibilities include: WordPress theme and plugin development, continuous integration system development, server setup and management of the development team, providing technical analysis of timeframes and feasibility. Experience in managing the development of large, complex sites with interactive features on the front end and data-rich analysis tools on the back end. Example: brebeuf.org

Ramblingwood

OWNER/FOUNDER — 2007 to PRESENT — ramblingwood.com

Designed, coded, and delivered several dozen projects, helping clients through the entire process of website and iOS development both from scratch and modifying an existing system. Working with WordPress, custom built CMS's, CMS-free sites and existing iOS apps.

Hulu

SOFTWARE ENGINEERING INTERN — FALL 2013 — hulu.com

Working as a fall intern in Santa Monica, CA at Hulu's headquarters on the iOS team. Upgraded CI server and sped up build by an order of magnitude. Delivered features on the Chromecast integration. Led development to integrate iOS devices and living room devices (PS3, PS4, etc) to ease discovery and increase consumption of content in the living room. Built internal APIs and tools to symbolicate crash reports.

Interactive Intelligence, Inc.

SOFTWARE ENGINEER INTERN — SUMMER 2012 — inin.com

Designed, architected and implemented version 1 of the Mobilizer platform for the Windows 8 tablets and desktops. The Mobilizer platform allows for rapid deployment of native applications to Android, iOS and now Windows 8 through the use of a easy to use, well documented domain-specific language.

Rare Bird, Inc.

WEB/IPHONE DEVELOPER — SUMMER 2011 — rarebirdinc.com

Worked primarily as a web developer and iPhone developer during a summer internship, working on client projects, developing reporting tools that integrated Google Analytics with ExactTarget and developing in-house tools. Clients included Harvard Medical School and UIndy.

projects

PhishOD for iOS

RELEASED JULY 2013 — alecgorge.com/phish

Native iOS app that allows you to listen to over 1300 live Phish concerts for free–legally. Over 40,000 downloads. 500,000+ song plays per month. 4.9 average rating after 201 reviews. Supports AirPlay, background streaming and (nearly) gapless playback.

Edline for iOS and Android

RELEASED FEBRUARY 2012 — alecgorge.com/edline

Native iOS and Android app that allows for students and parents who's school uses Edline (similar to Blackboard) to check grades, view assignments and view the calendar. Over 250,000 users, 85,000 active users and 2.4 million sessions per month. Rated 4.7 stars

Adminium for iOS

RELEASED JULY 2011 — 10,800 sold — adminiumapp.com

Native iOS app for managing and controlling multiplayer servers for the game Minecraft. More than 10,800 copies sold. 4.5 star average after 700 reviews. Utilizes JSONAPI, see below for details. Custom push notification server sends over 500k+ push notrifications per month as requested by thousands of Minecraft servers worldwide.

code

JSONAPI

github.com/alecgorge/jsonapi — 124 stars, 58 forks — mcjsonapi.com

Provides access to a Minecraft server's data and other information via a simple, secure, and very robust HTTP, Socket and WebSocket API. Data is also available via HTTP POST pushes and in realtime. Backs thousands of awesome websites, iPhone apps, and servers. Over 160,000 downloads. Over 300 API methods/realtime streams.

other

Purdue University, West Lafyette

BS COMPUTER SCIENCE — FALL 2012 to SPRING 2016 — 3.04 GPA

Eagle Scout, Boy Scouts

AUGUST 2010 — ONE BRONZE PALM

Board Member, Net Literacy, Inc.

MARCH 2009 to PRESENT — ADVISOR FOR MOBILE AND WEB PRESENCE