

Micah Bunting

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Skills



swift



Objective-C



CloudKit



MapKit



SceneKit



XCTest



Git

Projects

Photo Drops - PhotoDrop makes photo sharing into an interactive game.

<https://itunes.apple.com/app/id1266946388>

Group developed iOS app. Technology used: Swift, MapKit, CloudKit, AVFoundation

- Tech lead over a team of 3.
- Utilized CloudKit to store and retrieve photos.
- MapKit was used to annotate where photo's were taken.
- Used Core Location to determine photo visibility.

Project flow - Organize projects into tasks and subtasks.

<https://itunes.apple.com/app/id1261434444>

Personally developed iOS app. Technology used: Swift, CloudKit

- Utilized CloudKit to store project and task information
- Shared database was used to allow multiple people to coordinate their efforts on a project.

SParser - Develop a Swift parser using an easy parsing language

<https://github.com/amnykon/SParser>

Personally developed compiler. Technology used: Swift, Backus–Naur form

- Parsing language is heavily influenced by Backus–Naur form.
- Converts .sparser files directly to Swift files to be compiled along with other code.
- Decreases the time it takes to develop parsers.

Geometric Tactics - 3D Strategy game.

<https://github.com/amnykon/GeometricTactics>

Personally developed iOS game. Technology used: Swift, SceneKit

- Rendered display with SceneKit.
- Implemented 3D animations using SCNActions.

Distributed Auto Build File System - Automatically build and backup files utilizing systems across the web.

Personally developed file system. Technology used: C, FUSE, Merkle tree data structure

- Used a Merkle tree data structure to store and retrieve files.
- Utilized FUSE to interact with the kernel.

Experience

Software Technician / Test Suite Developer

2014 – 2017

National Instruments – Austin, TX.

- Developed two software test suites for High-Speed Serial and pattern-based digital instruments.
- Developed the tests for the SRO protocol of the high-speed serial devices.

Photo Lithography Technician / Software Developer

2011 – 2013

Samsung Austin Semiconductor – Austin, TX.

- Developed an application to automate the retrieval of lot reports from production tools which resulted in a reduction of time to disposition lots by 95%; received Praise Award for program development.

Nuclear Electronics Technician / Troubleshooting Lead

2005 – 2011

United States Navy – Bremerton, WA.

- Created Troubleshooting plans to rapidly find faults.
- Collaborated with teams to develop the schedule for several maintenance periods.

Education

Dev Mountain

Immersive iOS Development

<https://devmountain.com>

Graduated 2017

Excelsior College

Bachelors of Science in

Nuclear Engineering Technology

Graduated 2015

