

Randy Edmonds

Senior Software Developer, iOS

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<https://github.com/apphands>

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SUMMARY:

Noteworthy blend of expertise in software development, ranging from startup to enterprise-level, coupled with strong design aptitude and an ardent commitment to creating software that is both user-friendly and highly functional.

WORK EXPERIENCE:

Senior iOS Developer (Remote, Full-Time)

Jack Henry Financial Services <https://banno.com/digital-banking/>

July 2016 - March 2023

- As a senior developer in a distributed team of 12+, I led the successful delivery of multiple projects, integrating new features and resolving bugs in the Banno mobile banking app.
- The Xcode project was a mix of Objective-C and Swift, of considerable size and use: 1+ million lines of code, 14k+ unit tests, with over 5 millions active users.
- The app utilized CoreData for secure data storage and synced regularly with web APIs. We used Carthage for dependency management, a customized GitFlow for code management, and Jira for issue tracking.

Senior iOS Developer (Hybrid, Full-Time)

Eleven Fifty Consulting, Carmel IN. and Honolulu, HI

Jan 2015 - Mar 2016

- As a Senior iOS Developer, I led cross-functional collaboration efforts with novice iOS developers from Eleven Fifty Academy, providing mentorship to development teams while ensuring timely, efficient, and high-quality completion of client projects..
- As project lead of an internal project, I architected and developed a social networking iOS app (resembling SnapChat). The app was developed in Swift, utilizing advanced image and video processing with GPUImage and AVFoundation, and backend services with Node.js and a NoSQL database.

Senior iOS Developer (Onsite, Full-Time)

Gusto Email, Indianapolis IN.

Sep 2013 - Jan 2015

I joined this startup as their first developer, a senior iOS Developer to spearhead the creation of a new iOS app - an alternative to Apple's email client, designed for business users to create private "pages" providing employees a secure place to share files and photos from cloud services like Dropbox, use group chat, and collaborate in shared workspaces, all within one app.

Senior iOS Developer (Onsite, contract)

ChaCha.com, Carmel IN.

Aug 2012 - May 2013

Contracted as a lead iOS developer to build this startup's new iOS app; a social Q&A app. The app was developed using iOS 5, Xcode 4.5 and consumed WebSocket based services (JSON payloads).

Founder

AppHands LLC, Fishers IN.

Feb 2012 - Dec 2016

As founder and developer, I handled all aspects of running the business. Specializing in Unity 3D game and native iOS app development. I directly contracted with numerous companies, developing dozens of custom mobile apps.. examples include: Perennial Pictures Film Corporation (designed and developed a children's educational app for iPad. "Crawford the Cat's Video Blocks"), "3D knee replacement app" for a well known orthopedics device company (iPad app to help educate potential knee replacement patients with 3D interactive models. Developed using Objective-C, along with the Unity 3D framework), TCC mobile Rewards app (Designed and developed this "rewards" app; it kept track of earned points and allows customers to spend points via on-screen coupons w/ barcode)... and many more! <http://apphands.com> <http://Zenofsnow.com> <http://appstore.com/randyedmonds/deadrunk>

Senior iOS Developer (Remote, contract)

Cass Information Systems

Jan 2011 - Aug 2012

Contracted as a lead iOS developer to build the company's first iOS app. Developed as a universal iOS app that interfaced with the corporate database via REST JSON calls to present graphical user data. Developed with iOS 4.3 with extensive use of Core Graphics and Animation.

Senior iOS Developer (Onsite, contract)

Allstate, Jacksonville FL.

Sep 2010 - Dec 2010

Contracted as a lead iOS developer to build one of the company's first iPad apps. The app allowed Allstate agents to interact with the corporate database to automatically download new data/content that was presented using custom developed graphing UI (using Core Graphics and Animation).

Senior Developer (Onsite, contract)

Plow Digital, Indianapolis IN.

Jun 2009 - Sep 2010

Contracted as an iOS developer to assist in iPhone game development using the Unity game engine. Also was the primary web developer responsible for maintaining and enhancing approx. 15 web apps, which were developed using Visual Studio 2008, .NET 2.0, C#, ASP.NET, SQL Server

Senior .NET Developer (Onsite, contract)

Exact Target, Indianapolis IN.

Jan 2008 - Jun 2009

Contracted as a senior .NET developer. Primary responsibilities included coding enhancements to the enterprise web applications using C# 2.0 and ASP.NET Visual Studio 2005 with .NET 2.0, C#, ASP.NET, SQL Server 2005

Senior .NET Developer (Onsite, contract)

Pelco Inc, Indianapolis IN.

Apr 2008 - Jan 2009

Contracted as a senior .NET developer. Primary responsibilities included designing and coding data access and service layer functionality of a 1.0 version of security access system being created for retail by Pelco. A few highlights include implementing Lazy Loading into the custom NHibernate-based code generation framework, implementing transport security into the WCF calls between the service and presentation layers, and designing an event archival system. Visual Studio 2008, .Net 3.5, C#, NHibernate, WCF, JavaScript, MS SQL 2008 & 2005, SQLite, NVelocity

Senior .NET Developer (Onsite, contract)

State Department of Taxation, Indianapolis IN.

Aug 2004 - Mar 2008

Contractor for Accenture, senior .NET developer working for the Indiana and the Nevada Departments of Taxation. Primary responsibilities included technical architecture and coding of the States' online business tax payment system (INTax and NVTax). This included analyzing business requirements, creating a technical design document containing Class & Sequence & Database Diagrams, coding the solution, and supporting the functionality through the testing process. Visual Studio .Net 2003, C#, ASP.NET, WSE 2, Oracle 9i, ACA.NET, UIP Application Block, UML, Design Patterns, C++, ATL, SNA COM/TI, Windows NT, IIS, DCOM, MTS, XML, SOAP, and IBM DB2.

Education, Conferences, Certifications:

Attended Apple WWDC 2022, Cupertino CA

Attended Apple WWDC 2011, San Francisco CA

Attended Apple WWDC 2010, San Francisco CA

MCP Exam 70-300 Analyzing Requirements and Defining Microsoft .NET Solution Architectures. 2004

PDC 2000 Attended the Microsoft Professional Developer Conference 2000. (official announcement of .NET and one-week training)

MCSD Microsoft Certified Solution Developer (Visual Studio version 6). 1999

- Exam 70-175 Designing and Implementing Distributed Applications with Visual Basic 6.0

- Exam 70-176 Designing and Implementing Desktop Applications with Visual Basic 6.0

- Exam 70-100 Analyzing Requirements and Designing Solutions Architectures Exam 70-100

- Exam 70-152 Designing and Implementing Web Solutions with Visual InterDev 6.0

MCP Exam 70-063 Implementing and Supporting Microsoft Windows 95. 1995

CNA Certified Novell Administrator. 1997

A-Plus CompTIA Hardware Technician Certification. 1996

Southern Illinois University, CIS, attended 1990-1992