Andrew McKnight

Résumé

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Experience

1.5 years   **iOS Developer**, *Twitter*, Cambridge, MA.
- Deliverables: Crashlytics/Fabric SDKs, Mac app and command line tools
- Streamlined build and release processes with TeamCity agents deployed via Chef
- Implemented Bitcode and tvOS compatibility in SDKs
- Standardized configuration of all Xcode projects, and open sourced FABConfig
- Distributed realtime and batch processing of incoming data in Java microservices
- On-call rotation for front- and back-end reliability
- Customer support on various ticketing systems and public forums

3 months   **iOS Developer**, *MC10*, Cambridge, MA.
- Companion iOS app for wearable peripheral with BTLE link
- Moved all app/demo code into Git repos, no previous SCM
- Architected SDK and app codebases from the ground up
- Spearheaded Agile implementation for mobile team
- Set up continuous integration and deployment with TeamCity and Fabric

1.5 years   **iOS Developer**, *Raizlabs*, Boston, MA.
- Care.com: service seeker/provider matching (4 months)
  - Coded redesigned job posting workflow for iOS 7 launch
  - Designed/implemented perspective zoom effect for horizontal paged scroll view
- B&H Photo: e-commerce (5 months)
  - Created home and product detail areas for iPhone launch with parallactic scrolling
  - Push notifications and animated deep linking throughout app
- UniFirst: interactive enterprise sales catalog on iPad (8 months)
  - Drag and drop editing of clothing selections on models
  - Multiple core data models
  - PDF report generation
- Invaluable: realtime high-end auction platform on iPad (1 month)
  - Paging of API result display in table/collection views
  - Many small UI tweaks and bugfixes

3.5 years   **iOS Developer**, *Insight Therapeutics LLC*, Norfolk, VA.
- ClotRx & DementiaRx: reference e-pamphlets
  - Static, searchable, bookmarkable HTML presented in webviews
  - Interactive clinical surveys, print/email report generation
- Antibiotic Kinetics: antibiotic dosage calculator
  - Ported from existing Android app
  - Type-ahead error checking, data/state persistence, graph drawing

Education

2013 **M.Sc., Dept. of Computer Science**, *Old Dominion University*.
- Research in bioinformatics, robotics, image processing and meshing
- Thesis: Protein Loop Length Estimation from Medium Resolution CryoEM Images
- Three published papers with two conference presentations
- C++ programming TA for three semesters

2012 **B.Sc., Dept. of Computer Science**, *Old Dominion University*.
- Minor in actuarial mathematics
- Co-led winning senior seminar group developing traffic analysis iOS app

Skills

Languages

Swift/Objective-C, JSON/XML/YAML/Protobuf, Bash, SQL, Java, Ruby/Rails, C/C++, Python, CSS/SASS, HTML, LaTeX

Apple Specialties

Accelerate, Accessibility, Cocoapods/SPM, Core Animation, Core Bluetooth, Core Data, Core Graphics, Core Location, Core Motion, Extensions, GCD, Instruments, MapKit, xcodebuild, Xcconfigs, XPC

Et Cetera

AWS, Boost, Cascading, Chef, CGAL, Crittercism, Fabric, Google Analytics, GSL, Graphite, Heron, TeamCity, Travis CI, Urban Airship

Personal Projects

MaVec

Classes for matrices and vectors, wrapping Accelerate's functions and adding from-scratch routines. https://github.com/armcknight/MaVec

Block-party

Convert API in Cocoa that use delegate patterns into calls accepting blocks. https://github.com/armcknight/block-party

Geomatics/Peakfinder

Augmented reality Swift framework, testing in an app for visualizing nearby mountains. Currently closed source.

SemVer

Swift command line tool that automates bumping versions in configuration files. https://github.com/TwoRingSoft/SemVer

Open Source Contributions

Swift Algorithm Club (https://github.com/raywenderlich/swift-algorithm-club)
Swiftline (https://github.com/oarrabi/Swiftline)