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IOS ENGINEER, SOCIALCODE, 2014-NOW

Began work at SocialCode as of October 2014. Our first task was to create a mobile version of their product MessageOptics, we succeeded and started supplying our admanagers with a fully functional app in Q1 (our first quarter, I was the only iOS engineer). More info on this here:

SOCIALCODE + AVOCADO ANNOUCEMENT

SENIOR APPLE ENGINEER, AVOCADO SOFTWARE INC, 2013-NOW

Started off adding content unfurling in messages stream [GIF, YouTube, Vimeo links now unfurl inline]. Added unit tests with fury. Guided Avocado's iOS app through the major iOS 7 updates (while keeping our binary iOS 6 compliant), then later through the iOS 8 updates, adding share extensions almost as soon as iOS 8 came out and support for popular Gif paste keyboards (building on early stuff from above). Was honored most recently to work on our Apple Watch app [coming soon just finished review]. Below are some links that will show more than my words will:

AVOACCELAIMAGE, AVOCADOXCODETEMPLATES, AVOCADO IOS 7 RELEASE, AVOCADO IPAD RELEASE, PEARS RELEASE + AVOCADO LINKS, BRINGING ROMANCE TO THE APPLE WATCH

A PERSONAL FAV RIGHT NOW [IF YOU LOOK IN THE BOTTOM RIGHT CORNER THERE'S A ICON I RECOGNIZE]

IOS/ANDROID ENGINEER, INSTACART, SAN FRANCISCO, CA 2012 - 2013

Was their first non-founder engineering hire. Creation and design of primary iOS/Android Applications. Creation of an Android/iOS application used for logistics for Instacart Shoppers to track their location, provide up to the minute location aware data to direct them to nearest Safeway, Trader Joe's, and Whole Foods stores. Also the location aware data is used to assign delivery batches to the best suited driver.

SPECIALTIES: Objective-C + Swift [UlKit, AppKit, Core Data, Core Graphics, Accelerate, CF] MOST PRODUCTIVE IN: Love working on frameworks, recently managed two client API level universal (OS X/iOS) toolkits, and loved it. Also I've decided that I enjoy and prefer working hands on with a UX designer, getting to know their mock style + tastes and rapidly iterating on designs and animations.

OLDER STUFF THAT HAPPENED

CTO, JORN AND PRICE MARKETING, GAINESVILLE, FL 2009 - 2011

Creation and design of a new website application suite for SEO optimized car dealer websites, improved turn around for new customers from 2 (before me) months to 1 week. "No unique identifiers" URL structure framework for over optimized URL structure. Design and implementation of a pure XServe server cluster powered with a promise RAID array and XSan. Added native iPhone, and iPad optimized versions of the websites inventory + website admin application control panel for our clients.

SOFTWARE DEVELOPER, HYPERCHEM, GAINESVILLE, FL 2008 - 2009

Design and implementation of Linux cluster server. Development of Linux daemons to allow our Windows / Mac based client software to distribute calculations to the Linux cluster. Maintenance of Mac OS X version of HyperChem. Porting of old SGI cluster daemon code to modern Linux cluster + Xgrid.

MAC DEVELOPER, GROOVESHARK GAINESVILLE, FL 2006 - 2008

Java development of P2P applications using UDP networking. Developed in Java 6.0. Software updating system. Mobile version created for cell phones using J2ME CLDC. Mobile device support for Blackberry / Palm / Nokia / LG. Creation of server relaying software. Contributed to J2EE MoneyShark royalties system.

SOFTWARE ENGINEER, FIRE PROGRAMS, GAINESVILLE, FL 2001 - 2006

Design of Fire Service software. NIFERS5 compliant form automation. EMS dispatching software. Palm OS / WM5 mobile version designed and developed. The Windows Mobile version of the two applications was written in C#.NeT. The Palm applications of the two were written in C using the Palm OS API.

PROGRAMMER, THE SPRINGER GROUP P.A, GAINESVILLE, FL 1999 - 2001

Unix Server Administration. Design/Development of Patient Progress 2000 a patient management, session note, and medical file system. VB6 OOP development. MS SQL development.