

Christopher Constable

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BS in Computer Science - University of Central Florida (2010)

I'm a software engineer who's passionate about improving people's lives through technology. Things I love: Education technology, clean expressive code, delightful user experiences, math, and teaching what I love to others.

Recent Employment

The Analog School | Founder | iOS Instructor `iOS` , `Android` , `Ember.js`

2013 - current

Founded a mobile development school that focuses on providing hands-on, real-world experience to aspiring mobile developers or seasoned developers looking to sharpen their skills. In the past year, I've had over 450 hours of teaching time covering all aspects of iOS development including Objective-C, version control, debugging skills, app deployment, BDD (cucumber, etc), continuous integration, and user experience.

Futura IO | Founder | Mobile Lead `Objective-C` , `HTML 5` , `Javascript`

2012 - current

Founded a mobile development studio focused on building products that connect people. Our clients include Creative Mornings, Envy Labs (Code School), Surfr and Traffic Labs. Architected highly scalable social apps.

Allogy Interactive | iOS Engineer `Objective-C` , `C++` , `Java`

2009 - 2012

Worked on a team developing an education technology stack that included iOS and Android apps. The learning platform we developed has since been used all over the world in a variety of industries including education institutions, medical, and government.

ACTIVE Neuroergonomics | R&D | Software Engineer `C++` , `Matlab` , `DSP` ,
`Computer Vision`

2008 - 2009

Developed software to read, filter and aggregate biometric sensor data (e.g. EEG, EKG, GSR, etc). Notable accomplishments included writing a novel algorithm for (fast) face detection on mobile devices and algorithms for removing myographic artifacts (muscle noise) in an EKG signal.

Recent Projects

- **Creative Mornings** - iOS App - Developed check-in app for Creative Mornings organizers world wide.
- **Try iOS (Code School)** - iOS Curriculum - Co-authored Code School's Try iOS course.
- **120-hour iOS Foundations Course** - iOS Curriculum for The Analog School.
- **Surfr** - iOS App - Lead engineer on surfing social networking app.
- **Traffic** - iOS App - Lead engineer on Yelp-like restaurant review app.
- **Ember.js: Foundations** - eBook - An introduction to Ember.js (WIP).

Open Source

I actively contribute to open source software. Recent contributions include...

- **LocationPickerView**. MKMapView + UITableView + Parallax scrolling. Provides a framework for building an interactive location picker on iOS.
- **Parse Model**, a third-party, open-source extension of the Parse iOS SDK. Parse later included this functionality into their iOS SDK.
- **OCR-iOS**. A simple example of how to do optical character recognition (OCR) on iOS.

I contribute to [Cocoapods](#). See my [Github profile](#) for more information.

Recent Speaking Engagements

- (March 2013 - Present) Various iOS training courses around FL each lasting between (40 - 120hrs).
- (March 2014) iOS Meetup Presenter on iBeacons and BLE - Orlando, FL.
- (November 2013) Guest Lecturer at Santa Fe College for iOS: Foundations course (120 hours). Gainesville, FL.
- (June 2013) iOS Meetup Panelist - Orlando, FL.
- (November 2012) Digital Think Tank 2012 (One Hope) Mobile Trends Panelist - Hong Kong, China.
- (June 2012) Mobile Consultant for Allogy Interactive - New Dheli, India.