Chadwyck Wirtz

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Senior UI Developer | Software Engineer

- Driven and curious software developer with 10 years of experience working with world class teams.
- Skilled in creating rich prototypes, vital to the creation of multiple innovative products and patents.

Experience

Nokia / Senior UI Developer   March 2013 – Present
Sunnyvale CA

- Created a toolkit to help designer's prototype animations on the Nokia Steel HR Smartwatch
- UI developer for the Nokia better body program
- Created a Magic Mirror for a usability study on AR using OpenCV and iOS
- Developed a React Native group messaging app with chat bot to allow users to challenge others to meet daily health goals
- Invented a novel Smart TV experience using Android and the chromecast API
- Prototyped a handwriting recognition launcher for the Moto 360 smartwatch
- Created a series of launcher prototypes for the Nokia N1 Tablet using the Android SDK
- UI Developer for the predictive Nokia Z Launcher for Android devices www.zlauncher.com

LG / Senior UI Prototyper   Dec 2012 - Mar 2013   Sunnyvale CA

- Prototyped the core user experience for the LG WebOs smart TV
- Worked with UX and motion designers to develop a series of interactive smart TV prototypes including the app launcher, text entry and search
- Designed and developed a 14x10 foot interactive video wall for the office entryway

HP / Senior UI Prototyper   Apr 2010 - Dec 2012   Sunnyvale CA

- Prototyped a web browser with vertical tabs and suggestions using the OS X Webview Api
- Designed and created a flexible rotary time and date picker for the enyo.js framework
- Prototyped a novel method for dividing one app into two by pulling on opposite corners
- Invented a method to allow a user to drag a notification into an app
- Created a prototype to test gestural interaction on predictive text entry
- Developed a prototype to test gestural navigation designs for the HP TouchPad

Palm, Inc / UI Software Engineer Dec 2008 - Apr 2010   Sunnyvale CA

- Created a prototype for the Palm Pre to find the ideal minimum screen size for a virtual keyboard
- Designed an iPad app to test WebOS core interactions on a large screen device
- Prototyped a novel method of in-app multi-select for list and grid views
- Developed the WebOs 1.0 clock app
- Managed production work on WebOS 1.0 core apps

The Egoscue Method / Web Developer Jan 2005 - Dec 2008   San Diego CA
- Managed egoscue.com online services including web, email and CRM
- Migrated the company website from .net to LAMP
- Created an interactive online postural analysis system using PHP, JQuery and Ajax
- Transitioned the company email from a legacy system to open source using Exim and Courier

Musicnet / System Administrator   Jan 2001 – 2003   Seattle WA
- Developed a system to automate 24hr monitoring of Musicnet online services
- Setup, monitored and maintained equipment at Musicnet remote data centers
- Responsible for setup and maintenance of the LAN, Visual SourceSafe and other file servers

Education
2005 - 2006, Mesa CC, San Diego CA
1998 - 2000, 2003 - 2004, Seattle Central CC, Seattle WA

Patents
Drag and drop application launches of user interface objects -
#9098183 System and method for providing notifications on a mobile
device - #8723823 Selection feature for adjusting values on a
computing - #20150370469
Computing device display screen with computer generated notification feature - #D703219

Tools
Programming languages - C C++ C# Java Javascript Objective-C Python
TypeScript Frameworks - Angular Ionic Unity iOS OS X Cocoa React Native
Design - After Effects Cinema 4D InVision Sketch SketchUp
Other Tools - Git Gerrit JIRA Jenkins CI Circuit Design Physical Prototyping