## **Caesar Wirth**

Daita 1-18-10 Setagaya-ku Tokyo, Japan

@cjwirth
cjwirth@gmail.com
www.cjwirth.com

I am an iOS Developer with 5 years of app development in Objective-C and nearly 2 years in Swift. Most apps I have built have communicated with a backend REST JSON API server. I also have some experience writing Android apps in Java, as well as servers in Go, node.js, and Ruby, hosted on AWS, Heroku, or Digital Ocean.

Present 07.2012

Software Engineer - CyberAgent, Inc; Shibuya, Tokyo, Japan

Running teams of 3-5 mobile developers. Architecting and building multiple iOS apps that have hundreds of thousands of downloads. Involved in planning features, scheduling, as well as designing backend API server flows.

AmebaTV; 12.2015 - Present <a href="https://abema.tv/">https://abema.tv/</a>

Streaming video app. Created most of the interactions between the API server. Utilizing new technologies such as RxSwift to facilitate a flux-like architecture. Very useful to keeping my data flows composable and easy to change.

Ameba Ownd; 08.2014 - 12.2015 <a href="https://www.amebaownd.com/">https://www.amebaownd.com/</a>

Companion app to a blogging website. Led a team of 3 mobile developers from app architecture and API design through release and maintenance. Adopted Swift nearly immediately after its release.

Simplog; 03.2014 - 08.2014 <a href="http://simplog.jp/">http://simplog.jp/</a>

Blogging app that has a focus on being simple. Brought on to lead the app's modernization from iOS 4.3 standards to iOS 7 standards. Transitioned from MRC to ARC. Changed from a system of ad-hoc Notifications to a safer Delegate-based system. Included many UI upgrades.

Pashaoku: 07.2012 - 03.2014

Auction app that is no longer available. Core member since before release, I architected most of the client-side app. Implemented features on the backend server side as well.

07.2012 02.2012 iOS Developer - Cerego Japan; Shibuya, Tokyo, Japan

Added features to an existing cloud based language learning system. Improved the UI, discovered and fixed many bugs. Expanded the capabilities of the client-side data cache to improve the offline studying feature.

06.2011 02.2012 Mobile App Developer Intern - SLM Technology; Madison, Wisconsin

Helped mobilize clients' businesses by developing native applications for iOS and Android, as well as web applications accessible by any mobile device.

≽	Monthly	Tokyo iOS Developer's Meetup - Shibuya, Tokyo, Japan
COMMUNITY	03.2016	try! Swift - Shibuya, Tokyo, Japan Organizer and Speaker for the first large scale conference for Swift developers in Japan. Attended by over 500 people from various countries and 33 speakers.
S	01.2016	Apple TV Tech Talk - Shibuya, Tokyo, Japan
	10.2015	Swift Summit - San Francisco, CA
NOL	08.2011	University of Wisconsin - Madison - Madison, Wisconsin Computer Science (BA), Japanese Lang. and Lit. (BA)
EDUCATION	09.2010	Hokkaido University - Sapporo, Hokkaido, Japan Hokkaido University Short Term Exchange Program