Clinton Buie

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https://www.clintonbuie.com / https://www.amatemint.com

EDUCATION

1/08 – 12/10	**Stanford University,** Stanford, CA
	M.S., Electrical Engineering
9/01- 6/06	**The Ohio State University,** Columbus, OH
	B.S., Electrical and Computer Engineering

COMPUTER SKILLS

- Languages: Swift, Objective-C, Java (Android), Kotlin, Python (Tornado), HTML/CSS/JavaScript, MySQL
- Mobile Development Platforms: iOS, Android SDK
- Operating Systems: Mac OS (Unix), Linux, Windows
- Tools & Design Environments: XCode, Android Studio, Photoshop CC, Git

LEADERSHIP SKILLS

- GE - Foundations of Leadership and Management
- Toastmasters - Competent Communicator
- Technical Co-Founder - Rore (2018)
- Amatemint Labs LLC - Owner

PROFESSIONAL EXPERIENCE

5/2020 – Present   Harmonize Inc. *– Head of Mobile Engineering*
- Leading a team of native iOS and Android engineers in delivering better patient outcomes for healthcare providers
- Directing the architecture, strategy, and direction for the companies patient and provider suite of mobile applications

5/2018 – Present   Rore Inc. *– Technical Co-Founder*
- Building the next generation social media advertising platform for both iOS and Android

11/2017 – Present Amatemint Labs, LLC *– Owner*
- Mobile/Web full stack software consulting and product development business. Serving SoulSwipe, Mind Blown Labs, Rore, Skilltype and various clients

5/2018 – 5/2020   WorkDay *– Software Engineer*
- Lead and mentored a team of 5 iOS engineers in the development of Workday's new home screen (People Experience)
- Created and launched the iOS version of WorkDay's media player using Swift and Objective-C
- Built a user metrics solution for iOS to drive targeted feature adoption for Workday's People Experience

11/2015 – 11/2017   Explore, Inc *– 1st Engineering Hire*, Culver City, CA
- Oversaw the technical development of Explore's core mobile products (iOS and Android)
- Architected and implemented Explore's core iOS product (SoulSwipe). Leading a team of 2 overseas engineers
- Created and launched the iOS game JetsKey to Success. Launched in the App store

6/2014 – 10/2015   GE Software *– Lead Software Engineer*, San Ramon, CA
- Designed and delivered an automated testing solution in Ruby for validating Predix Go's transport layer
- Led a team of three developers in delivering an automated, cloud based, cross platform testing solution (adopted by the organization's QA team).
- Lead a team of three engineers in building a web based solution for GE Wind
- Developed two iOS applications for a real time indoor positioning product. Led to an additional $500K in funding

9/2013 – 4/2014   iOS Engineer (Multiple Companies), San Francisco, CA
- Developed iOS features using UIKit and CoreAnimation (Clinkle)
- Reduced average user experience load time by 50% by converting Java server side processing algorithms into C. (Humin)
- Implemented multiple front end features for iOS using UIKit and Photoshop CC. (Humin)

12/2010 – 9/2013   GE Global Research Center *– Edison Engineer*, Niskayuna, New York
- Developed multiple iOS applications for customers in GE Transportation and GE Power & Water to support field service operations.
- Designed and implemented a heterogeneous compute framework for programming across FPGAs and CPUs using Java. Created FPGA machine learning algorithms to help efficiently track $8 Billion dollars in contractual service agreements. Patent disclosure filed.
- Led a team of two developers in the creation of an Android application to model the temperature control features of a GE Profile refrigerator. Led Software EEDP recruiting for GE Global Research.
- Developed a Javascript/JQuery prototype to graphically visualize engineering model runs. Led to $250K in additional project funding Developed, and tested a web visualization framework for several internal GE businesses using JavaScript, d3, Raphael, and jQuery.