

Chris Verwymere

Software Development Portfolio

GE Social Fridge



GE Social Fridge

- GE Social Fridge combines hardware and software to automatically open the fridge when a threshold of Foursquare check-ins is reached
- The GE Social Fridge was created for General Electric and displayed in their GE Garage at SXSW 2012
- Used node.js and WebSockets to create a server daemon that listens to Foursquare for check-ins and pushes check-ins to web and Arduino clients
- Developed the Arduino software that listens for messages from the server and signals the fridge to open when a message is received
- Pictures don't do it justice; see the fridge in action on [YouTube](#)

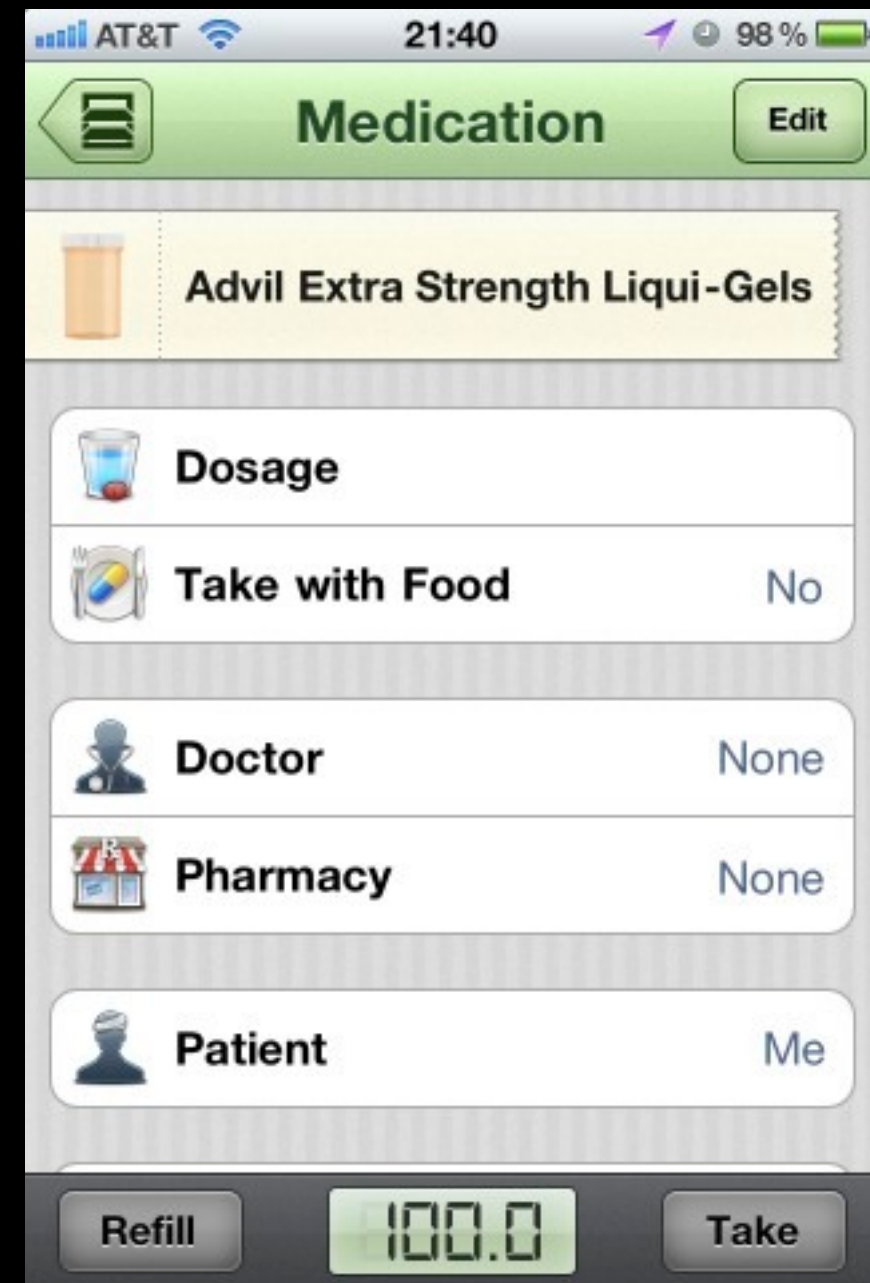
Bodega



Bodega

- Bodega is a Mac app that makes it easy for customers to manage their installed apps, discover new apps and share discoveries with friends
- Used NSBundle, CFBundle, FSEvents and launchd to create the mechanism that detects, downloads and installs software updates
- Heavily customized Sparkle to support software updates for Sparkle enabled apps
- Designed the mechanism used across various sales platforms to communicate purchase information back to Bodega
- Created highly modified versions of the low-level table view classes to support styled table headers and table cells containing controls

DrugHub



DrugHub

- DrugHub is a iOS app designed to assist customers in managing their medications
- Created heavily modified versions of the base-level UIKit classes to achieve the custom styled user interface

Open Radar

rdar://7794463: ER: Use Apple IDs instead of UDIDs for device identification for tracking access

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http://openradar.appspot.com/7794463

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ER: Use Apple IDs instead of UDIDs for device identification for tracking access

Originator:	pburleson	Date Originated:	3/25/2010
Number:	rdar://7794463	Resolved:	
Status:	Duplicate/7794521	Product Version:	ALL
Product:	iPhone SDK	Reproducible:	N/A
Classification:	Enhancement		

Instead of tracking devices used for Development and Ad Hoc deployment in the iPhone Developer portal, allow 100 Apple IDs. Those IDs are then associated with applications that user can install. Then allow the apps associated with those ids to be installed on *any* of that user's devices.

This eliminates several issues around UDIDs particularly when all my testers switch to the latest device or have a device replaced via Apple Care. Not to mention that I have 3 test devices of my own (and I know many developers who have more). With the impending release of the iPad this will only become worse.

The infrastructure for identifying devices by Apple ID is in place for the main App Store and is built into iTunes. Extending the functionality for beta builds would reduce a lot of the anxiety around running out of UDIDs before your renewal window to delete UDIDs and reclaim spots.

Notes:

For additional commentary, see Craig Hockenberry's blog post here: <http://furbo.org/2010/03/22/udid-not/>

Duplicates

Number	Status	Originator	Product	Title
rdar://11059405	Duplicate/7794463	tony	iPhone SDK	ER: Use Apple IDs instead of UDIDs for device identification for tracking access

OpenRadar

- OpenRadar is an open-source app, implemented in Python and running on Google App Engine, that allows developers to share information about bugs submitted to Apple
- Designed the Duplicates section within a Radar, providing the ability to view Radar duplicates inline
- Created a REST-style API to provide third-party client access
- Created an Objective-C framework that enables Mac and iOS apps to access OpenRadar information