Dru Lang

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Experienced software engineer offering a strong skill set in iOS and backend development

Languages	Objective-C, Swift, Python, SQL
iOS Frameworks	AutoLayout, VFL, Core Data, Realm, Core Location, HLS, Core Animation, Store Kit, CocoaLumberjack, XCTest, Crashalytics, AFNetworking
Other Frameworks	Django, Bootstrap, Flask, Selenium, Sphinx, Requests, Celery
Databases	PostgreSQL, MySQL, Oracle, SQL Server, SQLite, Redis
Systems	CentOS 7, iOS, tvOS, OS X
Software	Xcode 7, Vim, Git, Mercurial, VirtualBox, Charles Proxy, Sketch, Fabric

Experience

iOS Lead Engineer, Switch App – Jan 2015 — Present
Responsible for implementing new features, maintaining existing ones, working with the product manager to plan sprints, and the AppStore release process.

- Work closely with the product manager and designer to plan sprints
    - Track record of releasing on-time
- Manage remote iOS engineer
    - Assign features and bugs based on priority
    - Gather product specs and write engineering specs
    - Review pull requests
- Take designs from the internal UI/UX designer and implement
- Refactor integral parts of the code base to pay back technical deb
- Responsible for the app release process for beta, release candidates, and production
- Maintain provisioning profiles, schemes, targets, and certificates
- Introduced different local stores
    - Implemented client and server side caching
    - Used Realm mobile database to store user's activity
    - Created abstraction to manage pulling data from local and remote store
- Wrote activity feed feature to page through user's activity history
- Implemented Facebook user signup and login flow
- Write extensive unit tests using OCMock and XCUnit
- Work on backend, creating various endpoints needed by the iOS client

Software Developer, Orcatec – Oct 2013 — Jan 2015
Responsible for working on the document viewing feature of the main web application and the backend document conversion process.

- Maintain the document viewing feature
- Added support for handling different file types (i.e. eml and msg file types)
- Added various features such as zooming, rotation, and automatic user preference saving
- Fix and maintain the bulk document PDF rendering feature
- This was a completely broken feature a client needed to be fixed quickly

- Drastically improved the interface and underlying architecture for this feature in a timely manner
- Refactored large portions of the codebase to be more reliable and fixed numerous bugs
- Added a dashboard to prevent user confusion on the state of a bulk print job
- Wrote extensive test coverage using Selenium test framework
- Troubleshoot production system issues

Application Developer, Truant Federal Credit Union – Feb 2012 — Oct 2013

Responsible for creating and designing internal company applications, system automation, and writing ad-hoc scripts to solve immediate business needs.

- Wrote business-loan payment processor to post scheduled multi-thousand dollar payments
    - Written in Python 2.7 with OOP principles
    - Used 3rd party SOAP WebServices, Core API and raw sockets to handle data
    - Multithreaded application to significantly reduce processing time
    - High profile project that was delivered on time and a huge success
- Write Python programs to solve automation and business needs
    - 20 jobs; functionality including file handling, SSH, SFTP, and HTTP scripting
    - Brought significant automation improvements to System Operations team
    - Write ad-hoc Python programs to solve immediate business needs
    - Solutions include file processing/parsing/manipulation and bringing multiple data sources together; Oracle, SQL Server, CSV extracts communication with Core architecture
    - Wrote web application to allow a non-technical department control a mission critical batch schedule
        - Written using Python 2.7, Flask, Bootstrap, jQuery, Javascript
        - Tied directly into the UC4's Application Manager database to provide synchronization for the various parts of the batch schedule

System Operations Specialist, Truant Federal Credit Union – Jun 2010 — Feb 2012

Responsible for maintaining daily batch processing, writing scripts, and specialized monthly and yearly batch processing.

- Maintained and monitored production batch schedule
- Wrote Python and Perl programs to automate and solve business problems
- Received "Rookie Award"
- Key leader during core conversion
- Worked heavily in batch implementation
- Led install, documentation, and training of UC4's Application Manager

Volunteer Developer, Breyerfest – Jun 2010 — Present

Responsible for creating and maintaining website for show manager

- Wrote a PHP web application to help the show manager maintain entrants and the horses
- Work once a year to maintain the application during the show

Personal Projects   For a complete list visit drulang.com and github.com/drulang

Fyyt iOS App
Designed and implemented a fitness app that uses theme based workouts to keep users engaged.
- Implemented the UIView's to be modular and reusable throughout the app
- Used CoreData to store user generated data and information about routines, exercises, etc.
- Implemented a helper class for StoreKit to provide in-app purchases
- Designed app interface using Sketch
- Used Django for maintaining data and the landing page

Soundr tvOS App
Designed and implemented an app to loop various nature scenes
- Designed and implemented a tvOS app to stream nature scenes via Apple's HTTP Live Streaming
- Written in Swift
- Refactored the rendering logic to use AVFoundation and render videos locally
- Created multiple apps using the same codebase (Soundr Ocean, Soundr Rain, etc)
    - Each app has a separate app icon image bundle
- Wrote a media management command to generate the videos at various qualities
    - Used the Python Celery framework to create a chain of tasks

FlossByte iOS App
Designed an iOS app to help dentists build a stronger connection with their patients. Implemented a vaporware version of the app to validate the app before full impementation.
- Created landing page featuring the designs and the pitch
- Implemented a demo version of the app for sales partner to show
- Written in Swift
- Created a DemoController and DemoCellConfigs to quickly adjust and a/b test various layouts of the app and to show dentists
- Wrote a lead generation engine with Python Celery that searched for dentists with the Google Places API and scraped emails from their websites

Education   Appalachian State University – B.S. Computer Science