



Eugene Heckert

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SKILLS

- Languages: Objective-C, Swift, C#
- CocosPods: AFNetworking, Mantle, ReactiveCocoa, ZXingObjC
- Development Software: Xcode, Reveal, Unity
- Cloud services: Parse
- Additional Skills: Some Photoshop, Some Sketch, HockeyApp

EXPERIENCE

iOS Developer, Ludomade Inc./Soap Creative

Dallas, Texas — April 2013 - Current

Company was originally name Soap Creative and underwent a name change to become Ludomade Inc. I was responsible for: developing and maintaining the Cadency app, porting Rockwell Collins Service First app from the iPad to the iPhone, developed and maintained the GameStop App for over a year.

Accomplishments

- Worked to help release 3 apps to the app store and one enterprise app

Freelance iOS Developer, Covalent Media Labs

Dallas, Texas — January 2013 - February 2013

I worked remotely to meet deadlines. I was able to release a small app to the app store and added bug fixes and improvements to another one of their apps.

iOS Developer, Blockdot Games

Dallas, Texas — October 2011 - February 2013

After teaching myself how to work with Objective-C and Xcode I primarily worked on finishing projects as senior developers would move onto new projects. I would also add new features to existing games and apps.

Accomplishments

- Self taught myself how to program in Objective-C using Xcode
- Taught myself how to program using Flash and ActionScript 3 to create the web game Chuck E Rocks

EDUCATION

DeVry University

Bachelor of Science in Game and Simulation Programming — 2011

Due to our accelerated courses the way our teachers taught us to program is by teaching us the concepts of programming and then we had to learn how to program those concepts. This has allowed me to better learn new programming languages.

REFERENCES

Available upon request.