



Erik Bean

Apple Ecosystem Software Specialist
Swift Mentor & Dreamer

West Virginia

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Experience

OpenClassrooms - Mentor Sept. 2017 - Present

- Teach Swift to English students
- Using Xcode, GitHub, Swift 5

Brick Water Studios - Founder Sept. 2017 - Present

- Founded and created this small business
- Published applications for other clients
- Taught students on behalf of contractors
- Created multiple algorithms and applications

Swiftshot - Lead Engineer Feb. 2017 - May. 2017

- Lead a 3 - 5 member team
- Re-built an iOS application and launched it
- Created and followed a roadmap
- Designed an Android application
- Managed the backend of the Apps

NGR - Mobile Developer Dec. 2016 - Jan. 2017

- Repaired an application on crack

Toonvolution Studios - Sr. Game Developer

Jul. 2016 - Sep. 2016

- Lead a team of between 5 - 15 volunteers
- Designed game security in Unity
- Designed and built an MMORPG

Learn More Here

GitHub

<https://github.com/eebean2>

LinkedIn

<https://www.linkedin.com/in/erik-bean-07794551>

Apple App Store

<https://itunes.apple.com/us/developer/erik-bean/id903097037?mt=8>

Random Kitten Picture

<http://www.randomkittengenerator.com/>

About Me

A polygot in programming, I've been in the software industry for over 10 years. In those many years, I've watched much come and go and love to ride the tide of software. I'm always one to live on the bleeding edge and play with the newest toys.

Skills

Swift

Objective-C

C/C++

Git/GitHub

CocoaPods

Amazon Web Services

Firebase

Achievements



95% of all my students with OpenClassrooms have gotten dream jobs or transferred to their dream school with my help



Published more than 10 apps to the Apple App Store on behalf of, with, or on my own.



Opensource contributor on GitHub.com as well as the Swift language with accepted language contributions



Successfully started two startups, even if they did not grow or end the way they were planned!