

Erik Kerber



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Qualifications

- 8+ years of experience in software development, in fields such as Medical Devices, Aerospace, and Defense using software methodologies ranging from Waterfall to Agile.
- Background in developing desktop and mobile applications using .NET, iOS, and Mono.
- Strong passion for learning new concepts, solving complex problems, and creating great software.

Technical Areas

LANGUAGES	Strong: C#/.NET 4.5, MonoTouch, WPF/XAML, Python Upcoming: Objective-C/iOS Hobby: Ruby, C/C++, Java, Clojure/Scheme/Lisp, Javascript, HTML/CSS
FRAMEWORKS	iOS Core Frameworks (i.e. Core Foundation, Cocoa Touch), .NET, MEF/Windsor (dependency injection), ASP.NET MVC3, NUnit
CONCEPTS	OOA/OOD, Test Driven Design, Design Patterns, MVVM/MVC, Asynchronous Programming, Agile Development, Map/Reduce
SOFTWARE	XCode, Visual Studio 20xx, MonoDevelop, JetBrains AppCode/Resharper/dotTrace, Eclipse, Bash/Zsh, Git, TFS

Experience

iOS / .NET Developer – Starkey Laboratories, Eden Prairie MN August 2009 - Present

Mobile Solutions

- Research and development of iOS and Android mobile applications, ranging from proof-of-concept technology demonstrations to patient “games” for hearing loss testing to state of the art mobile fitting systems.
- Development of an iPhone based hearing aid fitting and control application using advanced CoreBluetooth libraries.
- Ported key components of our core fitting software to Mono (MonoTouch) for “Next Gen” mobile fitting systems.
- Contributed to key Starkey iOS applications “SoundPoint” and “HearCoach”.

Desktop Solutions

- Development of hearing aid fitting software “Inspire OS”, an n-tiered .NET application that allows Audiologists to fit patients and program a patient’s hearing aids.
- Led or developed several major refactor tasks, including multithreading our Audiology/business layer and unit tests, and converting our hearing aid programmer communications to leverage Windows Workflow Foundation.
- Primary contact for advanced customer and field support, leveraging deep experience and understanding of our office fitting system.
- Leveraged WPF expertise to help the test team launch automated testing solutions using Microsoft’s Coded UI Tests.
- Created several small internal applications for the customer service and sales departments using Silverlight.

Independent Consultant – Tom Sales LLS

February 2012 – July 2012

- Development of a custom business web application for Line of Sight, LLC
- Site developed using ASP.NET MVC3, and hosted on Microsoft’s Azure platform.
- Utilized Entity Framework, MVC3 with Razor, Azure Hosted Services and Database, and HTML/Javascript/jQuery.



Software Engineer – Honeywell Aerospace, Coon Rapids MN April 2007 – August 2009

- Developed a graphical terminal interface (.NET WinForms) to the Ground Based Augmentation System (GBAS), a safety critical GPS augmenting system that supports approach, landing, departure, and surface operations for an airport.
- Created GPS signal emulation software and other applications to assist in development and verification of the GBAS system using specialized IO hardware from several vendors.
- Worked briefly on the requirements phase of the Future Combat Systems CLIV Unmanned Aerial Vehicle Program.

Software Engineering Intern – BAE Systems, Fridley MN June 2006 – December 2006

- Develop software and related artifacts for the NLOS-C Increment 0 Firing Platform and Prototype vehicle, with a primary focus on the Common Crew Station Surrogate.
- Create UML models of various SI's relating to the NLOS-C firing platform.
- Primarily developed C++ using Eclipse, ClearCase, IBM Rational products on Red Hat Enterprise 3.0.

Education

MS Software Engineering – University of St. Thomas In Progress (*Fall 2013*)

- Graduate studies covering both broad areas of software engineering, as well as advanced computer science topics.
- Courses of interest include series in Computer Security, Information Retrieval and Data Mining.

BS Computer Engineering – University of Minnesota 2007

- Studied core concepts in Computer Science and Electrical Engineering.

Conferences/Groups

- Apple WWDC 2012
- Microsoft PDC 2010
- Minnesota Developers Conference 2010/2011
- Code Camp (several)
- Casual attendee of Ruby Users of Minnesota