

# 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

<b>LANGUAGES</b>	<b>Strong:</b> C#/.NET 4.5, Objective-C, WPF/XAML, Python <b>Hobby:</b> Ruby, C/C++, Java, Clojure/Scheme/Lisp, Javascript, HTML/CSS
<b>FRAMEWORKS</b>	iOS Core Frameworks, Xamarin, .NET, MEF/IOC, ASP.NET MVC3, NUnit
<b>CONCEPTS</b>	OOA/OOD, Test Driven Design, Design Patterns, MVVM/MVC, Asynchronous Programming, Agile Development, Map/Reduce
<b>SOFTWARE</b>	XCode, Visual Studio 20xx, MonoDevelop, JetBrains AppCode/Resharper/dotTrace, Eclipse, Bash/Zsh, Git, TFS

## Experience

iOS Consultant – Magenic, St. Louis Park MN

March 2013 - Present

- Provide custom mobile software development and expertise for a wide range of medium to large businesses across the country.
- Primary area of expertise in iOS development.
- Project experience in Android and cross-platform solutions (primarily leveraging PhoneGap and jQuery mobile).

iOS / .NET Developer – Starkey Laboratories, Eden Prairie MN

August 2009 – March 2013

### **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 Core Bluetooth 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