

Erik Kerber



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Qualifications

- Talented software developer with 8+ years of experience in numerous fields.
- Deep background in developing desktop and mobile applications.
- Strong passion for learning new concepts, solving complex problems, and creating great software.

Technical Areas

LANGUAGES	Strong: Objective-C, C#/.NET 4.5 Hobby: Python, Ruby, C/C++, Java, Clojure, Lisp/Scheme, Javascript, HTML5
CONCEPTS	OOA/OD, TDD, IOC Containers, Design Patterns, MVC/MVVM, Asynchronous Programming, Agile Development, Map/Reduce
SOFTWARE	XCode, Git, Visual Studio 20xx, Xamarin Studio, JetBrains products, Eclipse, Bash/Zsh

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.
- Helped write a highly customized iPhone/iPad app for a large investment bank with over 500,000 net downloads, adding 35k/month.
- Sole developer for an enterprise line of business app for a large footwear company.
- Engage with clients and the community through Magenic sponsored conferences.
- Assist and mentor junior Magenic developers in iOS development through classes, tutorials, and guidance.

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

August 2009 – March 2013

Mobile Solutions

- Research and development of iOS and Android mobile applications.
- Development of an iPhone based hearing aid fitting and control application using BTLE.
- Ported key components of our core fitting software to Xamarin for “Next Gen” mobile fitting systems.
- Contributed to 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, Contract, and Fun

- Sole developer of Seattle journalist Jenni Hogan’s iPad app “TVinteract”
- Help Seattle startup Buddy.com with iOS and Android API’s
- Create Xamarin.iOS bindings for C++ barcode for North Carolina based Upward Technologies.



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.
- Teamed up with startup Sa Colabra for a senior project leveraging Hadoop to analyze genetic information.

BS Computer Engineering – University of Minnesota 2007

- Studied core concepts in Computer Science and Electrical Engineering.

Speaker

- Minneapolis Code Mastery 2013 – Intro to iOS 7 development.

Conferences/Groups

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