# 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, Objective-C, WPF/XAML, Python

**Hobby**: Ruby, C/C++, Java, Clojure/Scheme/Lisp, Javascript, HTML/CSS

**FRAMEWORKS** iOS Core Frameworks, Xamarin, .NET, MEF/IOC, 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 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 attender of Ruby Users of Minnesota