Ian Heraty

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Summary

Relentless tech innovator, founder, and educator with a track record of bringing bold ideas to life. Proficient in scaling software solutions across web, mobile, and hardware platforms—driven by a first-principles approach to problem-solving. Polyglot developer adept at managing teams, and unafraid to tackle uncharted technical challenges. Seeking impactful missions that require visionary thinking, rapid execution, and uncompromising quality.

Education

University of Notre Dame *2009 – 2012*
Bachelor of Arts (BA)

Professional Experience

Discovery Partners Institute *Jan 2023 – Present*
Software Development Educator, Chicago, IL

- Designed and led advanced curriculum for full stack software development, instilling real-world engineering practices and innovation mindsets.
- Mentored diverse cohorts of aspiring technologists, focusing on software development fundamentals, rapid prototyping, and problem-solving.

Big Green Company *Sep 2020 – Present*
Co-Founder, Chicago, IL

- Spearheaded an AI-driven platform to digitize and analyze receipts, harnessing machine learning for real-time insights.
- Oversaw strategy, product development, and deployments to rapidly iterate on cutting-edge solutions.

Nerdery *Mar 2017 – Sep 2020*
Senior Software Engineer, Chicago, IL

- Engineered software solutions in React, TypeScript, .NET C-sharp, Swift, Objective-C, Python and more, deploying globally to thousands of end-users.
- Developed .NET Core (C#) microservices in Azure, ensuring scalable, fault-tolerant back-end solutions.
- Championed agile best practices and cross-team communication

Mi-Jack Products *May 2016 – Mar 2017*
Software Engineer, Homewood, IL

- Created a Python/Raspberry Pi mobile app to service "power-in-lock" container shipping smart locks. Deployed a mobile solution for lock status, config, logs, and firmware updates.
- Built an automated testing framework in `.NET C#` to detect defects on manufactured smart locks, ensuring robust quality control across production lines.
- Coordinated *Mi-Star V2* development among stakeholders, driving engineering discussions, writing requirements, and integrating creative solutions.

Freelance iOS Developer *Jan 2016 – Mar 2017*

- Launched 3 successful iOS apps on the App Store, leveraging Swift, MapKit, and custom game engines (cocos2d).

- Collaborated with international developers to produce engaging games (e.g., *GoChickenGo*, *GingerCat*), employing physics engines and accelerometers for interactive user experiences.

Additional Roles

imoo *Jan 2016 – Jun 2016*
Software Localization Consultant

- Adapted English-language Android/iOS watch apps and firmware to Thai market, ensuring seamless user experiences.
- Contributed linguistic and technical expertise to optimize cross-cultural product adoption.

Nanshan Second Foreign Language School *Aug 2012 – Apr 2016*
Teacher, Shenzhen, China

- Managed 15 large classes/week, developed "A for the Day" grading system—drastically improved student engagement.
- Gained professional-level Mandarin, refining cross-cultural communication and leadership in a high-intensity environment.

Early Experience

University of Notre Dame Phone Center *Sep 2009 – Jul 2012*
Caller

- Raised $100K+ across 5 semesters by cultivating strong alumni relationships and demonstrating persuasive negotiation skills.

XR Trading *Aug 2011 – Jan 2012*
IT Intern, Chicago, IL

- Installed, configured, and troubleshot PC hardware/software for a high-frequency trading firm, honing rapid problem-solving under mission-critical conditions.

Key Skills & Languages

- **Programming Languages**: Ruby, Javascript
- **Frameworks**: Rails, Stimulus
- **Methodologies**: Agile, Scrum, End-to-End Product Development
- **Spoken Languages**: English (Native), Chinese (Professional), German (Limited), Spanish (Elementary)
- **Additional Highlights**: Nerdery Texas Hold'em Champion (2019, 2018)