

IOS	Swift Objective C Cocoa Touch
SKILLS	
IOS	Rails REST MVC Node.js
Web	ActiveRecord PostgreSQL, MongoDB
Databases	Heroku AWS Elastic Beanstalk EC2 S3
Cloud	Shell Git Automation Analytics Google Problem Solving
General	

EMPLOYMENT	
Software Engineer, WellWork	
One of a small team of fast moving engineers building a fully featured social network, 1/2 of the iOS team.	2014-12 – Present
• Provided product and engineering leadership for development of customer facing iOS products.	
• Architected, implemented, and championed a comprehensive, generalized analytics system to alleviate operational issues with previous systems.	
• Added performant per-user customization to previously global content feed using Elasticsearch and Redis.	
IOS Tech Team Scoping, Planning, Estimating, Designing, Building, Testing, Deploying, Monitoring, Maintaining, Improving	
Consultant, Salt	2013-07 – Present
Built iOS apps for startups and agencies.	
• Built location-based dating app (Vibe) using Parse and the FourSquare API.	
• Built a number of custom interaction and animation-heavy iPad apps for pharmaceutical clients via digital agency CHYS.	
IOS techies, agencies, freelance gigs	
IOS Lead / Consultant, GoTenna	2014-01 – 2014-06
Built iOS messenger and offline maps app for "off-grid" communications over proprietary radio hardware.	
• Secured custom integration with third-party map provider to provide robust, efficient offline maps.	
• Collaborated with hardware and firmware engineers to develop custom, BLE-based communications system for controlling radio hardware from iPhone app.	
• Contributed to GoTenna system architecture addressing network, hardware, firmware, and software challenges in efficiently sending authenticated, secured messages across a decentralized network while providing a seamless experience.	
IOS BLE Radio	
Senior Data Analyst, PlayHaven	2012-05 – 2013-05
Very early data hire. Technical resource to business teams and business resource to technical teams.	
• Advised internal teams and executive management to improve PlayHaven's advertising algorithm and iOS network efficiency.	
• Consulted with partnered mobile game developers to improve user acquisition, retention, and monetization.	
• Built reporting systems in Perl/Python, mined data in SQL, and performed regression analyses in Excel to inform the product roadmap.	
Analytics Mobile Games Advertising	

EDUCATION	
S.F.A., Cognitive Science, University of California, Berkeley	
Interdisciplinary study of cognition drawing upon psychology, linguistics, computer science, philosophy 2005-09 – 2009-09	
Thesis: The Mind and Language Perception	
Computational Models of Cognition Philosophy of Meaning Discrete Mathematics The Mind and Language Perception	
Independent Study, Coursera	2014-08 – Present
Algorithms I	

TESTIMONIALS	
Paul Fierman	
[Alex has made a] Considerable [impact on the team]. Alex has more than pulled his weight doing a great job on two different platforms. As well as raising questions and developing innovative solutions.	