

HARLAN KELLAWAY

New York City
hello@harlankellaway.com

EXPERIENCE

iOS Engineering Intern, Prolific Interactive
San Francisco, CA — 02/2015-06/2015

iOS development at a mobile agency specializing in e-commerce brands

- Contributed to iOS apps for brands such as Hollister and Alex & Ani
- Reviewed and fixed bugs in team members code
- Collaborated using **agile** methods

iOS Game Development Intern, MakeGamesWithUs
New York, NY — 06/2014 - 08/2014

Practiced iOS development (with **Objective-C**, **Xcode**, **Git**) through building and shipping an original game to the App Store

Technical Analyst, MDRC
New York, NY — 11/2011 - 06/2014

Software development generalist at a research non-profit

- Configured & maintained business applications
- Performed requirements analysis, communication & documentation
- Executed custom programming for applications
 - **C#** console applications for simple business tasks
 - **JavaScript** on top of web survey application
 - **SQL** statements & stored procedures written for enhancement/maintenance of custom applications
- Managed off-shore application development projects

Past

Social Media Intern, Media Education Foundation — 06/2011-08/2011
Asst Web Manager, Wellesley Centers for Women — 05/2007-05/2010
Computer Science Research Assistant, UMaine — 06/2009-05/2010
Computer Science Research Assistant, UMass — 06/2007-05/2010

PERSONAL INTERESTS

Tech blog (harlankellaway.com)
Hackathon participant & mentor
Social Justice

EDUCATION

Wellesley College —
B.A., **Computer Science** 2006-10

Make School — Hand-selected student at an **applied CS** education startup 2014-15

SKILLS

Code: Objective-C, Cocoa, Ruby on Rails, HTML, CSS

Applications: Xcode, Git, Bitbucket

I'M WORKING ON

Apps

Refuge: Map-based restroom locator, available on the App Store
<http://bit.ly/refuge-ios>
Tech: Objective-C, Xcode, iOS

Games

Social Media Survivor: Memory & reaction game based
Tech: Objective-C, Xcode, iOS

 github.com/hkellaway

 linkedin.com/in/hkellaway

 twitter.com/harlankellaway

 stackoverflow.com/u/3777116

