

RYAN COHEN

iOS Developer

Hoboken, NJ

I am ambitious, creative, and very curious. My objectives are to learn more about my craft, build effective solutions, and make a change.

WORK EXPERIENCE

GOTENNA

Software Engineer | Sep, 2016 – Dec, 2017

goTenna is a Bluetooth LE-enabled hardware device that pairs with an iOS or Android device allowing users to send text/location messages over an encrypted RF network on a 1-watt UHF radio.

- Maintained an internal and consumer SDK that uses CoreBluetooth to interface with the goTenna device.
- Refactored internal source code, added updated documentation, and implemented issues reported by users on GitHub.
- Worked closely with the firmware, UI, and QA teams
- Used CoreData and MagicalRecord for handling data throughout the application.
- Worked with Autolayout and PureLayout for constraining and positioning UI elements.
- Implemented Mapbox and Galileo maps to render received locations/pins on a map view.
- Used Cocoapods to integrate third-party libraries for ease. Used PivotalTracker, Leankit, and Bugzilla to manage features, progress, and bug filings from the QA team.

MCROBERTS PROTECTIVE AGENCY, INC

Software Developer | Dec, 2012 – Feb, 2015

McRoberts Security Technologies supplies customized integrated solutions, including Active RFID tagging systems for tracking patients, and assets, CCTV surveillance, and access control systems.

- Ported iOS apps to Android using Java and the ADT bundle
- Built and contributed to applications for clients, including Carnival Cruise
- Designed, demoed, and presented new software both for the company and its clients
- Tested company software for bugs and filed bug reports

EDUCATION

FLATIRON SCHOOL

iOS Development - 2016 - 2016 | 2016 – 2016

PACE UNIVERSITY

Computer Science - 2015 - 2016 | 2015 – 2016

OCEAN COUNTY COLLEGE

Computer Science - 2014 - 2015 | 2014 – 2015

PROJECTS

BOLT

iOS Developer | Aug, 2017 – Current

Bolt helps students at any level achieve success by using innovative adaptive learning technologies to craft personalized learning plans.

DORMSNAP - DORM STYLE SHARING NETWORKING & PRODUCT LOOKBOOK

iOS Developer | Feb, 2016 – Sep, 2016

Wrote custom UI controls to enhance user experience, built a custom API wrapper and kit specifically for the app. Wrote the first version of the app in Objective-C, used AFNetworking and Amazon S3 to hook the app with our database.

CODEFRIEND - CONNECT WITH LOCAL DEVELOPERS/DESIGNERS IN YOUR AREA

iOS Developer | Dec, 2013 – Feb, 2014

Worked with the Parse SDK to handle application backend, used Objective-C to write the first version of the app. Won Best Application at Winter CodeDay NYC 2014

QUO - SOCIAL CREATIVE WRITING PLATFORM

iOS Developer | Apr, 2014 – May, 2014

Wrapped a PHP REST API to integrate with the app. Won Best Application at Spring CodeDay NYC 2014. Project source: <https://github.com/taptics/quo-ios>

WALKMORE - PROMOTING MENTAL HEALTH & FITNESS BY MAKING WALKING MORE INTERESTING

iOS Developer | Jul, 2016 – Aug, 2016

Worked with Firebase to handle user authentication and storage, used Mapbox to geocode locations, draw polylines, and generate routes. Wrote the first version of the app in Swift. Project source: <https://github.com/learn-co-students/ios-0616-team-whale>

WWDC '12

Student scholarship | Jun, 2012 – Jun, 2012
Student scholarship recipient.

SKILLS

Objective-C	Swift	Python	Java	HTML	CSS
-------------	-------	--------	------	------	-----

CONTACT INFORMATION

Email: notryancohen@gmail.com
Telephone: 908 839 3634
Website: <http://ryans.online>