**Daniel Bliss**

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**PROFESSIONAL PROFILE**

Senior iOS Developer with 17 years of experience delivering 20+ high-rated apps (4.5+ stars) for iOS, iPadOS, and tvOS, specializing in Swift, SwiftUI, Objective-C, Apple Metal, Core Bluetooth, IoT. Led development of native applications since Apple's Beta Program in 2008. Delivered Apple App Store launch titles for iOS, iPadOS, tvOS, and watchOS with access to pre-release hardware. Mentoring teams, optimizing CI/CD pipelines for faster releases, and creating great software that people love. I've worked Remote for 15 years, for companies in Redmond, Seattle, Denver, Boulder, Centennial, Jupiter, Portland, Boston, Bozeman, and Pittsburgh.

**SKILLS**

**Platforms** - iOS, iPadOS, MacOS, tvOS, watchOS, Unix, Windows

**Programming** - Swift 6, Objective-C, C / C++, PHP, JavaScript, HTML, XML, Python, caching, multithreading

**Tools** - Instruments performance tools, Xcode 16

**Communication** - Core Bluetooth, BLE / Bluetooth, HomeKit, HTTP, Sockets, iBeacon, IoT

**Graphics** - Apple Metal, OpenGL ES, UIKit, SwiftUI, App Kit, Core Graphics, Core Text, Cocoa Touch, Ray Tracing, 3D Modeling, Custom UIKit components, Custom Drawing Engines, Custom Game Engines

**Audio** - Core Audio, Audio Units, VST SDK, OpenAL, JUCE 7 & 8, AVFoundation, AVAudioEngine, Core Midi, AVPlayer, Media Player, Custom Audio DSP Library

**Analytics** - Adobe Analytics, Facebook SDK, Mixpanel, MS Azure, Google API, Datadog Analytics

**Unit Testing** - XCTest, XCUITest, OCMock, OCUnit, CUnit, TDD

**Source Control** - Git, Mercurial, Azure DevOps Server

**Delivery CI/CD** - Jenkins, Azure DevOps

**Backend** - Core Data, SwiftData, Store Kit, SQL, SQLite, XML, JSON, REST, Web Services, Data Persistence, OAuth, Auth0

**Methodologies** - Agile, Scrum, Kanban, Waterfall, Unit Testing, Code Reviews, Single Responsibility Principle, Modularity, Separation of Concerns, YAGNI, DRY, KISS, CLEAN, SOLID

**Soft Skills** - Pair Programming, Pull Requests, Git Flow, Apple App Store Management, Apple App Store Submission, Stakeholder Communication, Technical Leadership, Project Oversight, Team Leadership, Problem-Solving, Self Motivation, Mentorship, Remote Collaboration, Performance Optimization, Cross-Functional Teams

**CURRENT SHIPPED APPLICATIONS**

[Inkalot](https://apps.apple.com/us/app/inkalot/id1643798574) professional drawing app for iPadOS - 5.0 star rating

[Moby Chip](https://apps.apple.com/us/app/moby-chip/id1523253515) pro level soft-synth / music-maker app for iPadOS - 4.8 star rating

[Offworld](https://www.binarysquare.com/bs/offworld.php) pro level audio synthesizer plugin for MacOS / Windows in VST3 / AU formats

[SYLVANIA Smart Home](https://itunes.apple.com/us/app/sylvania-smart-home/id1277773398?mt=8) HomeKit iOS app for LEDvance - 4.7 star rating

[Schlage Sense](https://itunes.apple.com/us/app/schlage-sense/id1038212933?mt=8) HomeKit iOS app for Allegion - 4.8 star rating

[Allegion ENGAGE](https://itunes.apple.com/us/app/allegion-engage/id920140172?mt=8) HomeKit iOS app for Allegion

[Falcon Physician Mobile](https://apps.apple.com/us/app/oneview-dps/id1388080488) (OneView DPS) enterprise iOS / iPadOS app for DaVita - 4.1 star rating

**CURRENT SHIPPED GAMES**

[Fantasy Coaching Game College](https://apps.apple.com/us/app/fantasy-coaching-game-college/id6670574833) for iOS for IDI Consulting - 5.0 star rating

[Pro Fantasy Coaching Game](https://apps.apple.com/us/app/pro-fantasy-coaching-game/id6670574864) for iOS for IDI Consulting - 5.0 star rating

[Run Jump Die](https://apps.apple.com/us/app/run-jump-die/id1516203107) one touch platformer game for iOS - 5.0 star rating

[Go Boom](https://apps.apple.com/us/app/go-boom/id1401052081) arcade game for WatchOS, iOS, iPadOS - 4.8 star rating

[Dockit Rocket](https://apps.apple.com/us/app/dockit-rocket/id1517236333) arcade game for tvOS, iOS, iPadOS - 5.0 star rating

[Turnion](https://apps.apple.com/us/app/turnion/id937983639) puzzle game for iOS / iPadOS - 5.0 star rating

[Kerplinkus](https://apps.apple.com/us/app/kerplinkus/id360876467) puzzle game for iOS / iPadOS - 5.0 star rating

[Dragon Panic](https://apps.apple.com/us/app/dragon-panic/id369393502) arcade game for iOS / iPadOS - 4.1 star rating

[Space Out](https://apps.apple.com/us/app/space-out/id285915267) arcade game for WatchOS, iOS, iPadOS - 4.3 star rating

[Spinblox](https://apps.apple.com/us/app/spinblox/id284944912) puzzle game for iOS / iPadOS - 3.4 star rating

**EDUCATION**

PAX West 2018, GDC 2017, 360 iDev 2015, GDC 2015

WWDC 2017, WWDC 2015, WWDC 2014, iOS 7 Tech Talks 2013, WWDC 2008

Sun Certified Java Programmer | March 2003

University of Washington, Computer Science | Seattle, WA | 1992-1993

Perry Technical Institute, Yakima, WA, | 1990-1991

**WORK EXPERIENCE**

**Senior iOS Developer | Binary Square | Denver, CO | November 2024 - Present**

Developing digital watercolor painting algorithms and UI flow update for Inkalot, a professional drawing app for iPadOS. The drawing canvas utilizes proprietary ink and paint algorithms in Apple Metal and the menus and tool bars are all custom UIKit in Swift. Also, experimenting with the new iPadOS 26 features, like the new menus and multitasking. Currently #129 in Graphic & Design with a 5.0 star rating.

**Senior iOS Developer | IDI Consulting | Pittsburgh, PA | May 2023 - November 2024**

Led development & design for an iOS Fantasy Coaching Sports Game in Swift and SwiftUI for NCAA College Football and the NFL. The gamer places simulated bets during live sporting events synced in real time, and the top 10 scores per game receive tangible prizes. I was the only mobile developer on the project. Optimized performance and stability. Collaborated with backend developers for server REST API integration and with the client, J4 Design PA, LLC. Responsible for stakeholder communication, technical leadership, and project oversight. Utilized Firebase Analytics, TDD, Git, and Jenkins in an Agile / Scrum development environment. In November 2024, the end client shut down further development. Both currently a 5.0 star rating.

**Senior Software Engineer | Binary Square | Denver, CO | July 2022 - May 2023**

Created a professional audio synthesizer plugin called Offworld, for MacOS / Windows in VST3 / AU formats in C++, utilizing proprietary DSP code I developed over the past decade. Composed, produced, and mastered 2 albums using the Offworld plugin exclusively for sound generation. First shipped March 2023. Software is currently for sale.

**Senior iOS Developer | Very Possible | Bozeman, MT | September 2022 - November 2022**

Principle developer for an iOS app that connects to medical hardware device via iOS Core Bluetooth in Swift and SwiftUI. Also, developed an iOS Bluetooth peripheral application mimicking medical hardware for testing purposes, complete with UI, full services, and characteristics. Responsible for stakeholder communication, technical leadership, and project oversight. Utilized Git, TDD, and Jenkins in an Agile / Scrum development environment. Optimized performance and stability. Started work on creating an iOS BLE / Bluetooth SDK for connecting to the medical device. The project was put on hold in November 2022 for lack of funds.

**Senior iOS Developer | Binary Square | Denver, CO | September 2021 - September 2022**

Designed and developed a pro level drawing app called Inkalot, for iPadOS with UIKit in Swift and Apple Metal. Utilizing my proprietary ink algorithms (no PencilKit used). I was the only developer on the project. Currently #129 in Graphic & Design with a 5.0 star rating.

**Senior iOS Developer | Steelcase | Portland, OR | January 2021 - September 2021**

Principle developer for iOS Core Bluetooth connectivity between Steelcase's Find iPhone App and their ESP32 based desktop device in Objective C, Swift and SwiftUI. Collaborated with backend developers for server REST API integration and worked on a team of 4 iOS / Android developers. Utilized Git, TDD, and Jenkins in an Agile / Scrum development environment. Utilized and integrated Datadog Analytics and Apple Maps.

**Senior iOS Developer | Binary Square | Denver, CO | July 2020 - December 2020**

Created Moby Chip, a pro level soft-synth / music-maker app for iPadOS and Apple Silicon, base on my proprietary DSP algorithms. UI developed entirely in Apple Metal. In fall of 2020, Apple sent me an Apple Silicon DTK (pre-release M1 Mac Mini). Currently a 4.8 star rating.

**Senior iOS Developer | Microsoft | Redmond, WA | August 2019 - June 2020**

Principle developer for Azure's iOS Maps SDK. Developed from scratch in Swift. Integrated App Center Analytics, REST APIs, and an existing Maps SDK. Extended functionality to match the existing Android Maps SDK. I was the only iOS Developer on the project. Responsible for stakeholder communication, technical leadership, and project oversight. Utilized TDD, Azure DevOps Server for source control and continuous integration in an Agile / Scrum development environment. In June of 2020, Azure Maps team merged with the Bing Maps team and my contract was ended. In August 2020, I was asked to come back. However, I already had another job.

**Senior iOS Developer | ReachNow | Seattle, WA | April 2019 - July 2019**

Worked on iOS updates, optimizations, and stability in Swift and SwiftUI, for ReachNow-BMW's Car and Ride Share iOS App. Utilized BLE / Bluetooth connectivity to BMW automobiles. Utilized Firebase Analytics and Core Data. Collaborated with backend developers for REST API integration and worked with a team of 12 iOS/Android developers. Utilized TDD, Git, and Jenkins in an Agile / Scrum development environment. ReachNow shut down North American operations in July 2019.

**Senior iOS Developer | Disney | Seattle, WA | February 2018 - February 2019**

Principle developer for iOS updates in Swift and Objective C for Disney's 8 ABC Local News Stations Apps. Created a system to maintain 8 separate applications with similar functionality. Collaborated with backend developers for REST API integration and worked with 1 Android developer. Utilized Git and Jenkins in an Agile / Scrum development environment. Utilized Firebase and Adobe Analytics. I left Disney in February of 2019 due a mandatory re-org job transfer to ESPN.

**Senior iOS Developer | LEDvance | Boston, MA | August 2017 - September 2017**

Principle developer for LEDvance's SYLVANIA Smart Home iOS app in Swift and Objective C. This app was used to interface and configure the Sylvania Smart Plus BLE HomeKit enabled light bulbs. I was hired for 6 weeks to fix and stabilize their product before shipping. Utilized Git. Collaborated directly with the Project Manager and the Bluetooth engineer. I re-wrote the Bluetooth stack in Objective C and refactored the App in Swift. Fixed numerous stability issues. Delivered a stable non-crashing app in September 2017. Currently a 4.7 star rating.

**Senior iOS Developer | Binary Square | Denver, CO | March 2017 - July 2017**

Designed and developed 'Run, Jump, Die' a platformer game for iOS and iPadOS. My proprietary touch algorithm allows for a unique one touch play control and still perform all the moves that would normally require a D-Pad and buttons. Custom game engine in Apple Metal. Currently a 5.0 star rating.

**Senior iOS Developer | Allegion | Golden, CO | February 2016 - February 2017**

Principle developer for Allegion's Engage and Schlage SENSE HomeKit iOS applications in Swift. These apps are used to interface and configure the Core Bluetooth and BLE / Bluetooth enabled door locks. I Developed both Bluetooth stacks from scratch in Objective C and an iOS Bluetooth peripheral application mimicking lock hardware. Collaborated with 7 other developers and integrated with a REST API backend. Utilized Git, TDD, and Jenkins in Agile / Scrum development environment. My 1 year contract limit was up in February 2017. Currently a 4.8 star rating.

**EARLY CAREER (2008 - 2015)**

**Senior iOS Developer | Various Companies (ProBuild, DaVita, TeleTech, Binary Square, Cleverlike, Silver Chalice, Backflip Studios, Wall Street on Demand) | Greater Denver Area, CO**

Developed and shipped multiple iOS / iPadOS apps and games, including ProWalk, Flippy Ducks, Dockit Rocket, Falcon Physician Mobile, Smart Soundtracker, ACC Sports, CBS Interactive Sports, Buganoids, Boss Battles, Kerplinkus, Dragon Panic, Space Out, Spinblox, Flick Rocket, Puzzle Bebop, Stomp'em, Turnion, Space Blast, CNBC Real-Time, and FT Mobile using UIKit, Core Data, Core Text, Core Graphics, AVFoundation, AVPlayer, Facebook SDK, Google API, OpenGL ES, sockets, and REST APIs.