

Jeff Meyerhoff

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Technical Skills

- Languages: C#, Java, JavaScript, Objective-C, PHP, HTML
- Design Patterns: Model-View-Controller (MVC), Model-View-ViewModel (MVVM)
- Databases: MySQL, Oracle SQL, SQLite
- Networking: HTTP, TCP/IP, TLS/SSL, Sockets
- Development Tools: Xamarin (.NET), Visual Studio, Xcode, Eclipse, JUnit, NUnit
- Graphical Tools: Adobe Illustrator, PaintCode

Experience

Elite Electronic Engineering

Mobile Software Developer

2014-Present

I designed and develop a flight planning app for iOS called [C-130J preTOLD](#). It is currently for sale in the Apple B2B (business-to-business) store and through private distribution to the U.S. Air Force.

On this project, I am responsible for:

- Design of the UI, including multiple custom views using PaintCode
- Development of the iOS codebase with C# and the Xamarin/Visual Studio tools
- Providing guidance on iOS platform capabilities and best practices

<https://www.elitetest.com/engineering-services/aviation-software-services/c-130-pretold>

Cardley (now Tidal Commerce)

Mobile Software Developer

2015

- Developed an Android tablet, kiosk-style application using Java
- The application integrated with a customer database API
- Used an external digital credit card reader to register customers and their credit cards in tracking customer loyalty rewards for store-front merchants

Savor (now Tidal Commerce)

Mobile Software Development Consultant

2014

- Created iPad app using WebView and added native features using Objective-C

Spark Hire

Mobile Software Developer

2011-2013

- Designed web APIs for apps to integrate with the existing Spark Hire services
 - Developed both an iPhone app in Objective-C and an Android app in Java
- <http://www.sparkhire.com>

Education

Grand Valley State University, Grand Rapids, MI

B.S. in Computer Science, 2010