
JACK FLINTERMANN

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WEB DEVELOPER, iOS ENGINEER

Education Brown University - Providence, RI 2006-2011
M.S. Computer Science, B.A. Biology

Work Experience eHarmony 2011-Present
Software Engineer

- Completely rewrote the eHarmony iOS app over 5 months
- Halved app startup time, fixed all known crashes, dramatically improved user experience
- Featured by Apple in the App Store in November 2012

Sandia National Labs Summer 2010
Software Engineering Intern

- Developed a novel visualization program (written in Java) for reading, aggregating, and interpolating greenhouse gas measurements from various public data sources
- Obtained a Department of Energy 'L' level security clearance.

Side Projects Whole Life Challenge Spring/Summer 2012

- Social fitness game developed for Crossfit
- Over 8,000 users, \$150,000 processed through the site
- Solo project; handled development, testing, hosting, performance monitoring, analytics
- New technologies used/learned: Ruby on Rails, PostgreSQL, Memcached

Trucklr Summer 2012-Present

- Service to locate nearby food trucks
- Extremely UI-focused; javascript web client communicates asynchronously with REST API resulting in extremely fast site experience
- Utilizes Google Places Autocomplete API to allow food trucks to quickly list their schedules
- Auto-publishes food truck schedules to Twitter
- New Technologies used/learned: Google Maps Javascript API, Backbone.js, Coffeescript, Twitter Bootstrap

Radpad Spring/Summer 2012

- Los Angeles startup to improve listing/finding apartments
- Created initial backend + V1 API for consumption by iPhone + web clients
- Role-based authorization, token-based authentication, asynchronous handling of large photo uploads
- New technologies used/learned: MongoDB, Heroku, Amazon S3/Cloudfront

Other Interests Ultimate Frisbee, Backpacking/Camping, Fitness, Traveling
