Jeremy Moyers *January 21, 1991*

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Education

California Polytechnic State University, San Luis Obispo — SAN LUIS OBISPO, CALIFORNIA
Bachelor degree in Computer Science — *2014*

Skills

Programming Languages and Frameworks: Swift, Objective-C, Cocoa, C#, Xamarin, .Net, C, Ruby on Rails, JavaScript, React, Redux

Technical Experience: Git, Agile Development, Jenkins Continuous Integration, Jira, Nunit, XCTest, Microsoft App Center, Hockey App & Test Flight

Experience

Seamgen, LLC — SAN DIEGO, CALIFORNIA

iOS Engineer — *Nov '15 – present*

Built and launched applications for six different clients often working as tech lead. Job responsibilities include: participating in the agile software development life cycle, estimating level of effort, designing software architecture, implementing continuous integration pipelines, supporting QA with test cases, analyzing production crash reports, performing code reviews, writing tests, writing code and fixing bugs.

Specialty Produce - iOS, Android

A fresh produce encyclopedia and sourcing application.

Bump App - iOS

A high performance social network for sharing experiences and exploring your surroundings in real time.

San Diego Comic Con - Windows

OSPA (onsite printing application) a windows desktop application for managing the comic con convention. OSPA's features include bulk printing tickets, checking guests into the event, purchasing new tickets, distributing tickets for companies and more.

Script Save Well Rx - iOS

Script Save Well Rx enables users to search for savings on prescription medicines and compare prices at pharmacies in their area. Users can add medications to their medicine chest to track usage and schedule reminders.

Buffini - iOS

Real Estate coaching CRM application to help agents generate consistent and predictable stream of referred and repeat business.

Rocketing - iOS

Social application for finding people places parties anywhere in the world. Users boost photos they like with rocket fuel. The more rocket fuel a photo has the longer it lasts on the map.

HOTB Software Solutions — IRVINE, CALIFORNIA

Lead iOS Developer — *Aug '14 – Nov '15*

Designed and developed a native iOS app for a high traffic social network. Contributed to the backend API design of utilizing AWS dynamoDB and Amazon s3. Administered the app through the App Store approval process.

HomeSlice — SAN LUIS OBISPO, CALIFORNIA

Co-Founder and Full Stack Developer — *Mar '13 – Apr '14*

HomeSlice is a social network enabling roommates to their manage chores, supplies, and bills. Designed and developed the native HomeSlice iOS app and the Ruby on Rails API.

Rosetta/Level Studios — SAN LUIS OBISPO, CALIFORNIA

iOS Engineering Intern — *Oct '11 – Mar '13*

Built an internal facing iOS application with a cakePHP RESTful API used for managing project statuses of different development teams.

Northrop Grumman SAN DIEGO, CALIFORNIA

Summer Intern *July '10 – Dec '10*

Built and designed an internal facing .net Web Application for reporting maintenance issues to the companies facilities department.