Joseph M. O'Brien
Software Engineer & Application Developer

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PROFILE

Adaptive and versatile software engineer with a strong foundation in app development. Eager to explore new technologies and continuously expand my skillset, I am driven by curiosity and a commitment to innovation. I thrive in collaborative environments, believing that clear communication and knowledge sharing are key to achieving collective success and delivering high-quality results.

EXPERIENCE

VML Apps (formerly Wunderman Thompson Apps)   *Denver, Colorado*

React Native Developer   **August 2023 - August 2024**

- Contributed to a ground-up build of the Berkshire Hathaway Energy iOS and Android applications.

iOS & tvOS Developer   **June 2020 - August 2023**

- Original team member for the March Madness Live iOS and tvOS app rewrite, completing the project under a year and delivering it for the 2022 tournament. Utilized Apple's Combine framework and GraphQL for a reactive development approach.
- Led a complete overhaul of the ConEdison and Orange & Rockland iOS apps to align with Apple's Human Interface Guidelines for Accessibility, improving usability for all users.
- Integrated a new RESTful backend into the ConEdison and Orange & Rockland iOS apps.

Associate Developer   **September 2018 - June 2020**

- Developed and maintained features for the Official NBA app for iOS & tvOS. The app provided scores, streams, stats, community events, news, and other media to users.
- Conducted code reviews to ensure quality, adherence to best practices, and reduce bugs.

Intern iOS Developer   **May 2018 - May 2019**

- Joined the iOS team for the Official NBA app, contributing within an Agile development ecosystem and gaining insight into application delivery and management processes.

INDUSTRY-PROVEN SKILLS

- Swift, Objective-C, & TypeScript
- VS Code, Xcode, & Android Studio
- Unix Scripting: Bash and Zsh for automation & system management
- RESTful and GraphQL Integrations
- SPM, CocoaPods, npm, & Yarn
- Jenkins for CI/CD Pipelines
- Version Control through Git and Github
- Agile development methodologies
- Test Driven Development
- Testing using HTTP/HTTPS proxy tools
- Postman for testing and debugging APIs
- Apple Frameworks: Foundation, UIKit, SwiftUI, Combine, CoreData, AVFoundation, Security
- Apple Accessibility: Dynamic Type and Voiceover
- React-Native: Hooks, Redux, Context API, NativeBase, Axios, React Navigation
- Use of MVP, MVVM, and MVC design patterns

OTHER SKILLS

- Containerization using Docker
- GitHub: Copilot, Actions, WebHooks
- AWS: S3, CloudFront, EC2, Amplify
- Python, C++, Rust, & Go
- JavaScript, HTML, CSS
- React
- Java & Kotlin
- Spring Boot
- SQLite, PostreSQL, MySQL
- NoSQL: MongoDB, Redis, Cassandra
- Swagger (OpenAPI)
- NumPy, Pandas, SciKitLearn, TensorFlow, PyTorch, & Matplotlib
- Django & Flask
- Vim
- Flutter (Dart) for Cross-platform apps
- Gamemaker Studio

EDUCATION

Colorado School of Mines - *Golden, CO* Bachelor of Science in Computer Science

- *June 2019 -* Helped build a tool using Spring Boot, Swagger, and SQLite to mock micro-services for Salesforce. The tool was designed to address debugging and coupling issues commonly encountered in a micro-service ecosystem.

References available upon request