

# Joseph McGettigan OBrien

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## EXPERIENCE

### VML Enterprise Solutions

Denver, Colorado

#### React Native Developer

August 2023 – August 2024

- Collaborated with an internationally dispersed team on the initial build of Berkshire Hathaway Energy's mobile platform.
- Curated a highly reusable codebase designed for use across four distinct Berkshire Hathaway affiliates.
- Integrated RESTful APIs and worked closely with the backend team to resolve inconsistencies.
- Demonstrated adaptability and efficiency by rapidly developing critical features despite having no prior React Native experience.

### Wunderman Thompson Apps (formerly Wunderman Thompson Mobile)

Denver, Colorado

#### iOS and tvOS Developer

June 2020 – August 2023

- Led iOS development efforts to enhance the UI and Accessibility of the ConEdison mobile app. Accomplished by implementing Dynamic Type, accessible color palettes, improved VoiceOver behavior, and reworking shared components. The app has a rating of 4.8 in the App Store and serves New York City residents.
- Improved error messaging and form validation for account management, outage reporting, and payment flows of the ConEdison app.
- Core team member for the rewrite and creation of a shared codebase for the flagship iOS and tvOS applications of the NCAA March Madness basketball tournament.
- Coordinated with internal and client product team members to resolve discrepancies and preserve the integrity of project requirements and resources.
- Integrated a GraphQL API by utilizing Apple's Combine framework to ensure fast, efficient data flow and real-time updates for March Madness Live, which has 4.7 App Store rating with over a half million reviews.
- Mentored and onboarded new team members onto fast-paced projects with a tight development schedules, accelerating ramp-up and team velocity across multiple major apps.

### Wunderman Thompson Mobile (formerly Possible Mobile)

Denver, Colorado

#### Associate iOS and tvOS Developer

August 2018 – June 2020

- Developed and maintained features for the official iOS app of the National Basketball Association.
- Reduced app crashes by approximately 40 percent using analytics and device log data to identify and fix issues.
- Implemented user analytics and leveraged data to drive increased engagement, monetization, and overall app performance.
- Eliminated over 64,000 lines of code by removing unused frameworks and files, resulting in improved build and launch times, reduced app size, and enhanced maintainability.

### Possible Mobile

Denver, Colorado

#### Intern iOS Developer

May 2018 – August 2018

- Joined the iOS development team official iOS app of the NBA and contributed within an Agile environment, gaining valuable insight into the mobile application development and delivery life cycle.
- Cultivated strong code review skills by both providing and receiving constructive feedback to ensure high-quality, maintainable code.

## EDUCATION

Colorado School of Mines

Golden, Colorado

Bachelor of Science in Computer Science

## PROJECTS

### Front-end Application for Film Production | JavaScript, HTML, CSS

December 2020

- Built a static web app vital to the narrative of The Immaculate Room, an independent film.
- Coordinated with production team to ensure functionality aligned with the narrative and delivered impactful on-screen interactions.

### Microservice Testing Tool | Java, Spring Boot, SQLite, Swagger(OpenAPI)

June 2019

- The tool parses OpenAPI specifications and generates functional mock APIs to aid in debugging tightly coupled microservices.

## TECHNICAL SKILLS

**Programming Languages:** Swift, Objective-C, TypeScript, JavaScript, Python, Ruby, Groovy

**Package Management:** Swift Package Manager, CocoaPods, Carthage, NPM, Yarn

**Development Tools:** Xcode, VSCode, Proxyman, Charles, Postman, Zsh, Bash, Android Studio

**DevOps and Automation:** Git, GitHub, Jenkins, Firebase, Fastlane, GitHub Actions, WebHooks, Docker

**Architecture and Patterns:** MVVM, MVC, VIPER, Coordinator, Redux, Delegate, Observer, Singleton, Target-Action, NotificationCenter

**Testing Frameworks:** XCTest, Jest, React Native Testing Library

**Apple UI Development:** UIKit, SwiftUI, AVFoundation, UserNotifications, Auto Layout, Interface Builder, Animations, Appearance and Trait Collections, Deep Linking, Push Notifications, Form Validation, Payment and Authentication Flows

**Accessibility:** Dynamic Type, VoiceOver, AssistiveTouch, Testing for Human Interface Guidelines Compliance

**React Native UI Development:** Reusable Components, NativeBase, Flexbox, React Navigation

**Networking:** URLSession, REST, GraphQL, WebSockets, URLCache, Axios

**Security:** OAuth, JWT, CryptoKit, LocalAuthentication, Apple Security framework

**Data Serialization and Storage:** Codable, JSONSerialization, CoreData, UserDefaults, NSCache, FileManager

**Concurrency and Scheduling:** Swift Concurrency, Grand Central Dispatch (GCD), Combine, NSOperationQueue, BackgroundTasks

**Cloud Services:** AWS - Route53, S3, CloudFront, EC2, Amplify

**Collaboration Tools:** Agile Frameworks and Methodologies, JIRA, Confluence, Azure DevOps, Slack, Microsoft Teams, Figma, Zeplin