

Joseph “Mac” O’Brien

Software Engineer & Application Developer

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PROFILE

Adaptive and versatile software engineer with a strong foundation in mobile 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 using React Native for cross-platform development.

iOS & tvOS Developer

June 2020 - August 2023

- Original team member for the March Madness Live iOS and tvOS app rewrites, completing the project in under a year and delivering it for the 2022 tournament. Integrated our GraphQL API with Apple’s Combine framework to ensure fast, efficient data flow and provide real-time updates to the user interface.
- 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 iOS 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.
- Enhanced user analytics, boosting engagement, monetization, and app performance.

Intern iOS Developer

May 2018 - August 2018

- Joined the iOS team for the Official NBA app, contributing within an Agile development ecosystem and gaining valuable insight into the mobile application development lifecycle.

INDUSTRY-PROVEN SKILLS

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| - Swift, Objective-C, TypeScript | - Jenkins for CI/CD Pipelines |
| - Xcode, Android Studio, & VS Code | - Version Control using Git & Github |
| - Unix: Bash/Zsh for automation & system management | - Code reviews for Quality Assurance |
| - GraphQL and RESTful API Integrations | - Test Driven Development |
| - Use of MVP, MVVM, & MVC design patterns | - Utilizing HTTP/HTTPS Proxies for Testing |
| - Apple Frameworks: Foundation, UIKit, Combine, CoreData, AVFoundation, CryptoKit, XCTest, URLSession, WebKit, & UserDefaults | - Postman for testing & debugging APIs |
| - Accessibility: Dynamic Type & Voiceover | - Agile development methodologies |
| - Package Managers: SPM, CocoaPods, npm, & Yarn | - JIRA & ADO for project task management |
| | - Security: OAuth, JWT, Encryption |
| | - JavaScript, HTML, CSS |
| | - React-Native: Hooks, Redux, Context API, Recoil, NativeBase, Axios, & React Navigation |

OTHER SKILLS

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| - SwiftUI & SwiftData | - Frontend: React, Next.js & Tailwind CSS |
| - Containerization using Docker | - Backend: Spring Boot, Node.js, Django, & Flask |
| - AWS: S3, CloudFront, EC2, Amplify, & Route 53 | - Swagger (OpenAPI) |
| - Languages: Java, Kotlin, Python, Ruby, C++, Rust, Go, & Dart | - Relational Database Management: SQLite, PostgreSQL, MySQL |
| - Flutter for Cross-platform apps | - NoSQL: MongoDB, Redis, Cassandra |
| - Expo for React Native | - Python Libraries and Frameworks: NumPy, SciPy, Pytest, Pandas, SciKitLearn, Transformers, Gymnasium, TensorFlow, Pytorch, Matplotlib, Seaborn, & Jupyter Notebook |
| - GitHub: Copilot, Actions, & WebHooks | |
| - Vim | |

EDUCATION

Colorado School of Mines - Golden, CO Bachelor of Science in Computer Science, May 2023

- 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.