Joseph M. O'Brien
Software Engineer & Application Developer

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PROFILE

Seasoned and versatile mobile developer. Eager to grow and evolve along with the app development landscape. Driven by curiosity and a passion for problem-solving. I thrive in collaborative environments and welcome opportunities to learn something new. I believe leveraging clear communication and teamwork is vital in achieving shared goals and delivering quality results.

EXPERIENCE

▸ **VML Apps (**formerly **Wunderman Thompson Apps)**   *Denver, Colorado*
  - iOS, tvOS, React Native Developer   July 2019 - August 2024
  - Associate iOS & tvOS Developer   September 2018 - May 2019
  - Intern iOS Developer   May 2018 - August 2018

HIGHLIGHTS

▸ Maintained and developed features for the NBA app for iOS & tvOS. The app provided scores, streams, stats, community events, news, and other media to users.

▸ Contributed to ConEdison, Orange & Rockland, and Berkshire Hathaway Energy apps. These involved building and maintaining features such as billing, payment processing, outage reporting, customer usage charts, and other features.

▸ Single-handedly overhauled interface of the iOS apps for ConEdison and Orange & Rockland. The motivation for this effort was to align app functionality with Apple's Human Interface Guidelines for Accessibility. This included adding Dynamic Type, improving Voiceover, adding new Color Asset Catalogs, and updating other interface features.

▸ Was integral part of a ground-up build for the March Madness Live iOS and tvOS app, a recurring top performer in the App Store which utilized Combine, GraphQL, Diffable Data Sources, as well as a programmatic UI using the Anchorage library.

▸ As part of a Capstone course, I helped build a tool using Spring Boot, Swagger, and SQLite that mocked micro-services. This tool was commissioned by Salesforce and was designed to help with debugging and coupling issues that can arise in a micro-service ecosystem.

INDUSTRY TESTED SKILLS

  - Xcode, Swift, & Objective-C
  - UIKit, SwiftUI, Combine, CoreData, & SwiftData
  - Dynamic Type, and Voiceover for iOS
  - Package Management with SPM & CocoaPods
  - Use of MVP, MVVM, and MVC design patterns
  - VS Code and Android Studio
  - React-Native, Yarn, & TypeScript
  - React Navigation, Redux, and Context API
  - RESTful and GraphQL Integrations
  - Unix Automation Scripting
  - Jenkins for CI/CD Pipelines
  - Version Control through Git and Github
  - Agile development practices
  - Test Driven Development
  - Testing using HTTP/HTTPS proxy tools
  - Postman for testing and debugging APIs

OTHER SKILLS

  - Containerization using Docker
  - Flutter (Dart) for Cross-platform apps
  - Java, Kotlin, Android Studio
  - Spring Boot
  - Swagger (OpenAPI)
  - JavaScript, HTML, CSS
  - React and Node.js
  - SQLite, PostreSQL, MySQL
  - MongoDB, Redis, Cassandra
  - Python
  - NumPy, Pandas, SciKitLearn, TensorFlow, PyTorch, & Matplotlib
  - Django & Flask
  - C++, Rust, and Go
  - 2D Game Development

EDUCATION

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

References available upon request