

Jonah Grant

@jonah

847-602-2895

jonah@jonahgrant.com

## *EXPERIENCE*

### **Product Lead, Twitter, Inc.**

Boulder, Colorado    August 2014 - Present (<http://twitter.com>)

Working as a software engineer in charge of a new product during my freshman year of college.

### **iOS Platform Engineering Intern, Twitter, Inc.**

San Francisco, California    April 2014 - August 2014 (<http://twitter.com>)

Interned on Twitter's core iOS engineering team, building a set of features to improve the usability of Twitter for iPhone. My project to re-architect one of the oldest and least-maintained components of the app won Twitter #Hackweek, where I presented alongside three other winners to the entire company, streamed to outside offices. I also facilitated inter-team communication to bring features for emerging markets with low-latency connections to fruition after initial resistance to build the adjacent backend components. Other work included: contributing to and improving coverage of a proprietary button class and rapid-prototyping potential new features.

### **Engineer, Modest, Inc.**

Chicago, Illinois    August 2013 - April 2014 (<http://modest.com>)

I built a drop-in Objective-C commerce library for corporate clients and an adaptable white-label iOS app for what the Chicago Tribune dubbed "the most anticipated technology startup of 2014."

### **Founder/Product Developer, Belly, Inc.**

Chicago, Illinois    March 2011 - June 2013 (<http://bellycard.com>)

Conceptualized Belly's product from day one to develop the business from an idea to a functional tool that is used by millions nationwide each day. I built the mobile application and merchant kiosk application as well as advised strategic business and product decisions.

### **Advisor & Developer-in-Residence, Lightbank Ventures**

Chicago, Illinois    February 2011 - October 2011 (<http://lightbank.com>)

Brought in by founder Eric Lefkowsky to advise early-stage portfolio companies on their mobile products and to work closely with Founders-in-Residence to develop software for in-house companies.

### **iOS Developer, Doejo**

Chicago, Illinois    November 2010 - February 2011 (<http://doejo.com>)

Worked on and shipped multiple iOS projects for Doejo's startup, TV, and corporate clients during my freshman year of high school.

## *EDUCATION*

**University of Colorado at Boulder** — Computer Science (B.A.), 2018 (Predicted)

**New Trier High School** — Winnetka, Illinois, 2010-2014

## *ENGAGEMENTS*

**Verizon Innovation Conference** — Keynote Speaker, Orlando, Florida, August 2013

## *AWARDS/HONORS*

**WWDC Scholar** — Apple, Inc., June 2014

**Finalist** — Greylock Hackfest, July 2014

## *PROJECTS*

### **Wizzy**

Soon to be available on the App Store

A startup I built with some friends at the 2014 Greylock Hackfest. You take a video of anything and quickly send it to friends, but after you send it, we overlay a completely random song on-top of it, producing a wildly entertaining shared moment of humor.

### **MBus — Bus Information for University of Michigan**

Available for free on the App Store, open-sourced on Github (app and networking library)

After visiting campus while applying to schools, I discovered the school's system for tracking buses and producing estimated times of arrivals (ETA), and the fact that it had an API. I built an iPhone app for tracking the school's buses in real-time, viewing their ETA using a more accurate algorithm than the school's, and other bus data around that API. I built a system for determining what stops are being serviced and the ability to view all routes that are currently servicing a stop, with each buses ETA. Also included was the functionality to be notified n minutes before one's bus was due to arrive. Upon release, it quickly became one of the top apps on campus (as reported by Apple, Inc.).

### **Pong - iPhone Edition**

No longer available on the App Store due to legal complications with Atari Interactive, Inc.

A modern take on the classic Atari arcade game I made during 7th grade, with a skeumorphic user interface and the ability to play others wirelessly over Bluetooth, becoming one of the first apps to integrate with Apple's new Bluetooth APIs.

### **Trailers**

Unreleased due to legal complications with Apple, Inc.

An iPhone app for viewing movie trailers for upcoming and in-theaters movies, with other information such as cast, release date, and other promotional material.

**And other projects that are not in the public domain.**