

# Jon Bash

iOS Developer

Bellingham, WA

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## Skills

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Swift | Objective-C | iOS SDK | Cocoa Touch | Xcode + Instruments | UIKit | SwiftUI | Core Data | Combine | FRP | Unit Testing | TDD | Git | GitHub | REST APIs | Firebase | MVC | MVVM | Architecture | Design Patterns | OOP | Data Structures | Algorithms | Memory Management | Multithreading | GCD | CocoaPods | Carthage | SPM | C# | Python | HTML | CSS | JSON | Markdown | Agile | Unity | Godot |

## Projects

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**Eco-Soap Bank** — iOS app ([source code](#)) ([stakeholder](#))

- Implemented much of architecture, logic, and views using UIKit, coordinators, Swift, Combine, & SwiftUI
- Worked with stakeholder & teammates to plan, review pull requests, and exchange critiques of code & UI

**Super Countdown Tracker** — iOS app ([App Store](#)) ([website](#)) ([source code](#))

- Designed and implemented entire app using Swift and UIKit
- Deployed to iOS App Store, continuing to maintain with updates for bug fixes and additional features

**Conway's Game of Life** — iOS app ([source code](#)) ([blog post](#))

- Implemented algorithm for calculating cellular automata generations using Swift
- Designed & programmed UI using SwiftUI & UIKit, completing project from scratch in less than 2 weeks

**JonBash.com** — website ([website](#)) ([source](#))

- Writing semi-regular technical content on iOS, Swift, and programming
- Designed & implemented using Jekyll, HTML, Markdown, CSS, Bootstrap, & YAML
- Deployed to NearlyFreeSpeech.net through Git, Bash/Zsh/SSH, and a custom Makefile

## Experience

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**Lambda School — Team Lead** (Contract) — February - May 2020

- Remotely led 4-to-10-student teams with daily stand-up meetings, 1:1s, office hours, & code reviews, providing friendly, critical feedback & troubleshooting, guiding them on their paths towards becoming iOS developers
- Assisted instructors and staff with curriculum and program improvements, clarifying the language and expectations of assignments and assessments

**Western Washington University / Freelance — Music Teacher, Composer** — 2013 - Present

- Created course materials and taught music theory, composition, electronic music, and video game music
- Composed, recorded, mixed, and mastered full scores for 2 feature films, several short films & games

## Education

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**Lambda School** — Remote — iOS Development, Computer Science (expected completion October 2020)

**Western Washington University** — Bellingham WA — MMus (2015) & BMus (2013) in Music Composition *magna cum laude*, Outstanding Graduate, Presidential Scholar, lab technician, TA, pep band director

**Western Washington University / Freelance — Music Teacher, Composer — 2013 - Present**

- Created course materials and taught music theory, composition, electronic music, and video game music courses remotely and face-to-face at two colleges and privately, teaching 30-100 students quarterly
- Self-taught film/game-scoring and associated skills; composed, recorded, mixed, and mastered full scores for 2 feature-length films and several short films and games
- Previously served as stage manager, recordist TA, lab technician, and pep band director as student, department Program Coordinator after graduation for two years

\*\*\*extra projects\*\*\*

Snackify - iOS app (SaaS) (source code)

- Collaborated remotely with cross-functional team (front-end/back-end/iOS) to clarify project specifications
- Co-designed app architecture with iOS partner and navigated code collaboration using GitHub
- Implemented networking, business logic, and some UI code using Swift, UIKit, and Xcode

\*\*\*extra position\*\*\*

Program Coordinator - 2015–2017

Western Washington University Music Department

- Significantly streamlined and automated administrative processes, allowing for increased responsibilities on my part and decreased stress-levels throughout department administration
- Organized departmental auditions, keeping faculty, staff, parents, students, and area teachers updated with the latest information and ensuring an optimal experience for all parties throughout