

# JON BASH

## IOS DEVELOPER

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From music composition, to game development hobbies, to a career in iOS development, technology has been a passion throughout my life. This, combined with my experiences in education and the arts, has made me a creative, versatile developer capable of crafting idiomatic solutions to challenging problems.

## Skills

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

## Projects

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### **EcoSoapBank** - iOS app ([source code](#))

- Implemented app architecture and several views using coordinator pattern and mix of UIKit & SwiftUI
- Worked with teammates to review pull requests, exchange critiques

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

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

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

- Implemented algorithm for calculating generations of Conway's Game of Life using Swift
- Designed and programmed UI using SwiftUI and UIKit, completing project from scratch in less than 2 weeks

## Experience

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

- 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

### **Music Teacher, Composer** - 2013-present

at Western Washington University, Whatcom Community College, Freelance

- Created course materials and taught music theory, composition, electronic music, and video game music courses remotely and face-to-face at two colleges as well as 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

## Education

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### **Lambda School**

iOS Development, Computer Science - expected completion November 2020

- Learned professional iOS development skills (including Core Data, programmatic UI, networking, design patterns, test-driven development, OOP, functional programming, concurrency, and more), with which I've completed five full iOS apps (as of July 2020), with [one available on the iOS App Store](#)
- Communicated and collaborated with teammates using Slack, Zoom, and Github, helping with various issues, avoiding merge conflicts, preventing bottlenecks, and delivering beautiful and functional products on schedule

### **Western Washington University**

Master of Music, Composition - 2015 - *magna cum laude*, *Outstanding Graduate*

Bachelor of Music, Composition - 2013 - *magna cum laude*, *Presidential Scholar*

- Exchanged and implemented critical feedback with peers and instructors on music composition and performance, strengthening skills and inspiring more beautiful and interesting musical works
- Maintained lab technology, stage-managed/recorded/mastered live events, graded theory/composition assignments, and directed pep band at sports events, acting as department's most relied-upon student employee