Jon Bash

iOS Developer   Bellingham, WA

JonBash@pm.me | +1 (360) 460–8908 | JonBash.com/code
GitHub.com/JonBash | LinkedIn.com/in/JonBashCode

Skills

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

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

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

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