John McGlone
Seasoned iOS Developer

Garner, NC
jp@jpmcglone.com
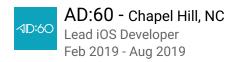(631) 943-6889

Objective

I am seeking a role where I can lead, inspire, and work hard with great engineers, creating products and services that are high quality, efficient, and fun. I care very much about how the tools, processes, code, and practices help teams move forward faster without compromising the quality of the project or the code. I am most eager to work on products that have broad reaching, positive social impact.

Technical Skills	Common	Other
Languages	Swift, ObjC, Ruby	PHP, Java, Javascript, React / Express
Databases	Realm, Postgresql, MySQL	SQLite, MongoDB
Dependency Managers	Cocoapods, Swift Package Manager, Bundler	Carthage, npm
CI	Fastlane, Circle CI, Travis CI	Jenkins
Crash Monitoring	Crashlytics	Firebase
Analytics	Amplitude, Mixpanel, Firebase	Facebook Analytics
Development Software	XCode, AppCode, vim	VS Code, Anything Jetbrains
App Distribution	Crashlytics Beta, Testflight, HockeyApp	
Issue Tracking	JIRA, Github, Gitlab, Bitbucket	Pivotal Tracker, Phabricator

Experience

JP McGlone, LLC - Raleigh, NC
Founder
July 2019 - *current*

- Contract work for iOS

AD:60 - Chapel Hill, NC
Lead iOS Developer
Feb 2019 - Aug 2019
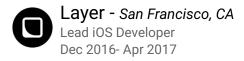
- Designed and executed processes to lead a team building a financial literacy game (for iOS) for a financial investment company

Eligible - Brooklyn, NY
Lead iOS Developer
May 2017- Jan 2019

- Built Eligible's iOS SDK and Demo
- Developed a system that allows us to more easily prefill data in our app for manual testing and demos (called "prefill packages") which has sped up dev and testing time tremendously
- Sales Engineering Helped sales team work through engineering issues with clients during the sales process

Layer - *San Francisco, CA*
Lead iOS Developer
Dec 2016- Apr 2017

- Worked on LayerKit, Atlas, and Atlas Messenger
  https://www.github.com/layerhq
- Helped architect the iOS workspace and SDK moving forward
- Worked with support in addressing customer (developer) issues

Bindle - *San Francisco, CA*
Lead iOS Developer
Feb - Dec 2016

- Built two Group Chat apps over MQTT
- Architected RTM API (over MQTT) and REST API (over HTTP)
- Created 'ZenText', a library that makes it easy to style text on iOS
  https://www.github.com/BindleChat/ZenText
- Developed a robust, customizable, card (UI) system
- Developed tech that took JSON from our APIs and created native models and cached them in a Realm database
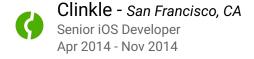
Imgur - *San Francisco, CA*
Senior iOS Developer
May - Dec 2015

- Implemented features such as Grid View, Notification Center, Onboarding, and a robust Login / Profile experience
- Created 'Hermes', an in-app notification library, during company hackathon, which is now open source! https://github.com/Imgur/Hermes

- Improved app stability and fixed many UI / UX issues
- Built custom, reusable UI components used throughout the Imgur app

trifl - *San Francisco, CA*
Founder / Lead iOS Developer
Nov 2014 - May 2015

- Created 'Include', an app that lets you invite your friends to hang out, and welcome strangers to join you. Users are restricted to creating / joining (public) hangouts that start within the next 24 hours.
- Designed and built the entire iOS app.
- Created a Swift Toolkit, TKit - https://github.com/trifl/TKit
- Created a Swift Sound Manager, Chirp - https://github.com/trifl/Chirp
- Worked with my co-founder on architecting and developing an easy and consistent REST API that was modeled after Instagram's API

- Applied to Y Combinator, but didn't get accepted! :((Got some great advice from Alexis Ohanian and Justin Kan though!

Clinkle - *San Francisco, CA*
Senior iOS Developer
Apr 2014 - Nov 2014

- Contributed greatly to many of Clinkle's private and public libraries
- Creator of the following public libraries on GitHub: (https://github.com/clinkle)
  - *Clinkle/CLKAssetManager - manages downloading and syncing of assets for your app*
  - *Clinkle/CLKBlurNavigationController - a modern navigation controller that blurs content behind it*
  - *Clinkle/CLKTooltip - the last tooltip class for iOS you'll ever need. Easy to use and customize*
- Creator of the following private (but not confidential) libraries
  - *CLKSwipeOptionsView - A container that lets you swipe a view up, down, left, or right to trigger actions like send, cancel, next page, etc.*
  - *CLConfettiView - Make an explosion of confetti, rendered in real time, anywhere on the screen! Highly configurable (how many particles, gravity, initial force, custom particle images)*
  - *CLTrigger - a class that triggers a code block only if the condition block returns true*
  - *CLThrowManager - Gives you the ability to throw views, using real physics*
- Improved the build / QA process so that it was simpler and more efficient
- Trained new employees, caught them up on Clinkle's code through paired

programming
- Helped Clinkle launch!! By building many of the key features, including the "Treats Feed" and "Treats details" page, both core features to what is now "Treats by Clinkle"
- Designed a solution for Apple Push Notification Service (APNS) that makes it so Clinkle can push to a user no matter what kind of build is run (dev, release, etc.) A common problem I've seen at the various places and people I've worked for, mostly affects developers.

DocuSign - *San Francisco, CA*
iOS Developer
Oct 2013 - Apr 2014

- Implemented in-app purchase for DocuSign Ink subscription services.
- Designed and implemented a way to conditionally load remote pages in DocuSign Ink. *Real time pages, such as "What's New", help, and marketing with caching and configurable rules*
- Built a neat styling library for iOS *that lets you add style 'classes' to Objective-C objects similar to CSS, works in code and in Storyboards*

Workday - *Pleasanton, CA*
iOS Developer
Nov 2011 - Oct 2013

- Built many of the features seen in the Workday iPhone and iPad apps.
- Built a localization tool from scratch *instead of using the native localization tools for iOS, we needed our strings localized based on the locale set on the server, not the device.*
- Built many custom controls *such as a dynamic grid view that functioned similar to Pinterest's grid view, animated menus, a container that blurs itself to hide sensitive data, and text fields that lock and require a pin to unlock and reveal the data.*
- Transitioned the iPad and iPhone login page to use a single sign-on solution *similar to Instagram or Facebook authentication.*
- Won 1st place (of 10 teams) in company hackathon *with an iPad feature that allowed managers to share company goals to teams or individual employees by dragging and dropping from a goal bank.*
- Worked very closely with our QA team, especially the team-lead, and helped implement policies and practices that improved efficiency across our teams.

Northern Kentucky University - *Highland Heights, KY*
iOS Developer
Oct 2009 - Nov 2011

- Designed and developed iPhone and web applications for local and international clients
- Managed and trained paid students to work on those mobile apps
- Responsible for, and maintained, many iPhone Applications *such as 'Fire Department' (now called Pulsepoint), 'FotoFocus', 'MemberScan' and a game 'Target Reflex'*
- Researched and developed on the Microsoft Kinect and Surface (table)

Misc

Guest Speaker
Nassau Community College
Yearly since 2012, via FaceTime
Hofstra University
April 2015, via FaceTime

Nassau Community College
Computer Lab Assistant, Oct 2006 - Aug 2009
Help Desk Technician, Jan 2007 - Aug 2009

Pizza Hut
Cashier / Cook / Driver, Oct 2006 - Aug 2007
Shift Manager, Oct 2008 - May 2009

Gamecrazy
Shift Manager, Aug 2007 - Oct 2008

More

You'll find more info and recommendations on my LinkedIn profile.

References available upon request.

Linkedin: https://www.linkedin.com/in/jp-mcglone-18513014/