

JARED SORGE

IOS DEVELOPER

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About

I'm an iOS developer who loves building applications that get users excited. I care about the craft of building software, and take great joy in learning new things. I'm hoping to find a great team of talented developers who I can learn from and contribute to so that we can build the best software together.

Apps

Scorebook – Remember Your Games

<http://taphouse.io/scorebook>

Released November 2014

An app to track card games, board games, dice games, and more and keeps a running history for you. Built using Core Data, CloudKit, Storyboards, Auto Layout, UICollectionViews, UITableViews, asynchronous networking, Core Location, UIAlertController, UIPageViewController, UIImagePickerController, custom view drawing, and custom theming throughout the app.

Work History

University of Washington

Instructor: iOS Apps in Production

June 2016

I taught during the summer quarter for the UW. The topics were the app store and in-app purchases, notifications, and app extensions.

zulily LLC

Senior iOS Engineer

January 2016 - Present

I am a leader of our mobile team, responsible for adding new features and maintaining our existing codebase. We use a mix of Objective-C and Swift. Our app uses NSOperations, extensive UICollectionViews, and blend both IB as well as building views programmatically. I performed our Swift 3 migration, rebuilt our product detail screen by myself, and always look for ways to improve our codebase.

General UI

iOS Developer

July 2015 - January 2016

I worked on 2 big projects for General UI: a live streaming video app (think Periscope), and on-site at zulily. I've worked on projects in both Objective-C and an Objective-C/Swift mix. I have helped develop version control procedures and best practices as well. Features that I've worked on have shipped as part of zulily's app, used by millions of customers all over the world.

Solomon Solution

Technical Consultant

May 2014 - June 2015

At Solomon I primarily worked with one client, building for them a customer portal using ASP.NET MVC on the front-end, and ASP.NET Web API 2 on the back-end. I wrote unit-tests for the API component of the project to make sure things were working properly. I prototyped a couple of iOS apps: a customizable bingo game written in Swift, and a simple storefront application.

MicroK12

Systems Developer

July 2009 - May 2014

Promoted from service to sales in June, 2010. Promoted from sales to development in May, 2012. As a developer I was responsible for updating our sales system using FileMaker Pro, as well as updating and maintaining the website written in PHP. I streamlined the monthly inventory process, which included building an iOS barcode scanner that talked with our REST API. Created an event registration system for an event attended by over 500 people.

Education

University of Washington

Certificate in iOS & Mac Application Development

Completed June 2014

On The Web

Personal Site

<http://jsorge.net>

Taphouse Software

<http://taphouse.io>

LinkedIn

<https://www.linkedin.com/in/jsorge>

In the Community

Seattle Xcoders Organizer

<http://seattlexcoders.org>

PCE iOS Advisory Board Member

University of Washington