

# JARED SORGE

IOS DEVELOPER

jared@jsorge.net  
(425) 418-6279

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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.

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## 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.

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## 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.

### Lyft

Senior iOS Engineer

**December 2017 - Present**

I'm part of the communications platform team, streamlining our notification code and implementing user preferences for their notifications. I've helped to streamline internal tooling, and refactored our statically built settings screens into more flexible and maintainable components.

### zulily LLC

Senior iOS Engineer

**January 2016 - December 2017**

I was 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 programatically. 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.

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## Education

### University of Washington

Certificate in iOS & Mac Application Development

**Completed June 2014**

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## On The Web

### Personal Site

<https://jsorge.net>

### Taphouse Software

<http://taphouse.io>

### LinkedIn

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