

Ryan Lons

iOS & Web Developer

13yrs Experience (recent experience listed)

Product Innovation, Mobile Lead at Uplift Inc

June 2019 - March 2019

Uplift is a travel fintech company providing short term consumer loans

- Brought on to help create a product innovation team leading mobile efforts
- Led a small team of mobile devs creating prototype apps for further vetting
- Technically assisted team by learning AWS & writing Python, JS, Swift and Java

Lead iOS Developer/Architect at Pinn

October 2018 - May 2019

Pinn provided biometric & PKI authentication frameworks for partner apps

- Lead iOS Developer, owned iOS architecture, product and design. Advised Android
- Fully remote position

Lead iOS Developer at Under Armour

March 2016 - Feb 2018

UA's Connected Fitness division handles its digital assets including MyFitnessPal & UA Run

- Architected and built iOS frameworks for UA apps
- Frameworks included: authentication/SSO, notifications, rollouts, data sync
- Worked with UA Run, MyFitnessPal, and UA Shop to facilitate integrations
- Deployed code to ~100 million users, needed to be bulletproof and quickly fixable
- In office initially, transitioned to fully remote.

iOS Developer at Toptal

October 2014 - Sept 2018

Toptal is an exclusive network of the top 3% of software devs in the world

- Architected & spec-ed apps for implementation by third parties
- All contracts were remote in nature with clients in multiple countries
- Worked on poorly implemented legacy projects to bring them up to a proper architecture to allow new feature development
- Fully Remote

Cofounder & CEO of WersDa LLC

Oct 2012 - March 2016

WersDa was a bootstrapped startup for location navigation software for grocery stores

- Architected, designed and built the API, website, iOS and Android apps
- Managed product and expectations of the team. Fought hard to keep the product on track and the Minimum Viable Product clean.
- Performed UX testing and rapid prototyping to iterate and test different UI/UX
- Wrote a "indoor navigation" engine with javascript for vector based rendering
- Fully Remote

Senior iOS Engineer at Imprivata Inc.

August 2013 - July 2014

Imprivata is a communications software vendor for healthcare providers.

- iOS Development for a HIPAA compliant communications app.
- Refactored and modernized a poorly designed legacy codebase
- Mentored less experienced developers on design patterns and iOS best practices

Areas of Competency

iOS Development

Software Architecture

User Interface & Experience Design

Web Development

Unit Testing

REST APIs

Framework Development

Android Development

Interests



Travel



Cinema-tography



Acrobatics



Martial Arts



Fitness



Sailing



Evolutionary psychology



Tropical Beaches

Education

High School Valedictorian

BS Computer Science

Minor in Mathematics

Wake Forest University, May 2007

Dean's List & CS honor society

Skills

Swift, Objective-C

Ruby, Rails, Sinatra

JavaScript, jQuery

HTML, CSS

C#, C++, Java

SQL, MySQL

Python

AWS

Photoshop, Finalcut Pro

Languages

English, Spanish

French, Japanese, Italian

Contact



808-541-7471



lonsrb@gmail.com



ryanlons.me

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