

mhuusko5 | Mathew Huusko V

[Email](#) [LinkedIn](#) [Website](#) [Github](#)

INDUSTRY EXPERIENCE



Lead iOS Developer @ [Radeeus](#)

Sep. 2014 to Present

Developing and architecting service's primary client – an iOS app for broadcasting one's music listening, and tuning into other users' broadcasts.



Software Engineer @ [Black Duck Software](#)

Sep. 2013 to Sep. 2014

Developed and assisted in architecting of large scale Backbone.js application – the front end to BDS's next generation product (enterprise OSS logistics).



Engineering Intern @ [Black Duck Software](#)

Jun. 2013 to Sep. 2013

Developed Java adapter library for common SCMs to be integrated cross-product. Worked on product bug fixes and unit test development.



Software Development Intern @ [Microsoft](#)

Jun. 2012 to Sep. 2012

Designed, developed, and delivered a WCF web service and accompanying Windows 8 Metro client for reporting App-V 5.0 client usage statistics.



Engineering Intern @ [Measured Progress](#)

Jun. 2011 to Aug. 2011

Developed unit tests for a U.S. standardized test reporting system. Contributed bug fixes to the front end for this ASP .NET web service.

INDEPENDENT PROJECTS

[Gestr](#) | Launch apps and bookmarks on your Mac with multitouch trackpad drawings.

[Tapr](#) | Rapidly switch and preview apps on your Mac with multitouch trackpad taps.

[Gestr iOS](#) | Activate apps on your Jailbroken iOS device with multitouch drawings.

[M5DrawingRecognizer](#) | Easily store/match multi-stroke gestures in Objective-C.

[Fleeting](#) | Spritz (speed read) any selectable text on your Jailbroken iOS device.

lone | A fullscreen, Retina-enabled port of Sinuous for the Leap Motion platform.

Kemari | A Zen inspired, non-competitive ball game for the Leap Motion platform.

/* Find the source for the above projects, and more, on my Github.

Check here for a full, up-to-date list of my independent projects. */

RELEVANT SKILLS

- App Store compliant Mac and iOS application development
- Jailbroken iOS tweak development/knowledge of runtime internals
- Front end development in Javascript, HTML, and CSS
- Backbone.js/Marionette.js web application development
- Extensive experience in an Agile Scrum environment
- Excellent written/verbal communication skills; calm and collaborative
- Windows Phone/Tablet/Desktop "Modern" app development

ACADEMIC EXPERIENCE



Student @ Phillips Exeter Academy

Sep. 2010 to Jun. 2013

Graduated with high honors from this academically elite preparatory school.
Focused heavily on Computer Science along with required and elective studies.

Courses

- Computer Science, Data Structures and Algorithms (420)
- Computer Science, Selected Topics: Artificial Intelligence, Information Security (441)
- Computer Science, Field Course: Operating System Security (999)
- Computer Science, Network and Mobile Architecture (426)
- Computer Science, Selected Topics: Programming Language Design (441)

Awards

- 2012 "Upper" Computer Science Award (One of four given)
- 2013 "Special" Computer Science Award, "acknowledging significant personal achievement and contribution to the department" (One of one given)