

# MICHAEL ROCKHOLD

Developer ~ Engineer



(206) 240-6636

Seattle WA

m@rockhold.co

michaelrockhold

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## SUMMARY

I'm a senior software developer with a wide range of experience and interests. I have a high degree of skill and experience in native mobile application development as well as in the design and development of backend microservices suitable for supporting those mobile apps. I am motivated by opportunities to learn new things and to share those learnings with colleagues and collaborators.

## SKILLS

**Languages:** Swift / C/C++ / Objective-C / Python / Java / Go / Pascal

**Tools:** git / GitLab CI/CD / GitHub Pages / TestFlight / Xcode / VSCode

**Technologies:** Linux / macOS / iOS / UIKit / AppKit / MapKit / SwiftUI / Core Data / Core Graphics / AWS / Creating REST APIs / Algorithms / Raspberry Pi

### Activities:

- System Design
- Requirements gathering
- Sprint planning
- Design review, code review
- Planning, creating, and executing automated test cases and UI automation
- Agile Development practices
- Test Driven Development
- Recruitment activities including candidate assessment, interviewing, and interview design
- Brown-bag presentations
- Conference presentations
- Strong Communication and Presentation Skills, written and oral

## PROFESSIONAL EXPERIENCE

9/2022 – 7/2023  
10 months

### Software Engineer

Sinclair Digital

Video Service Engineering team

- Designed, developed and deployed middleware to support streaming video services' customer sign-up and subscription service
- Designed and developed a system that automates the connection of live station news feeds to Facebook Live and other social media streaming services
- Designed, developed, and put into service a cloud-based search engine for KOMO TV's archive of daily run-down sheets going back decades
- Coded in primarily in Java, JavaScript, and Terraform to build and deploy web APIs using Spring Boot and other frameworks
- Debugged my APIs across service boundaries
- Subject matter expert for APIs in my area of responsibility
- Collaborated with teams across the company, consulting with developers on other teams to share code, establish interfaces, distribute labor
- Wrote clear, concise, and testable code
- Provided valuable unit and integration tests;
- Contributed meaningful feedback in peer code reviews
- Mentored junior developers
- Interviewed developer candidates for recruitment to our team or to others.

9/2019 – 9/2022 34 months	<b>Software Engineer</b> Innovation Lab (now sadly defunct) <ul style="list-style-type: none"><li>• Proposed projects</li><li>• Presented plans, progress, and results on a regular basis to Steering Committee, the C-suite audience that commissions and evaluates our work</li><li>• Authored development and test plans</li><li>• Wrote clear, concise, and testable code</li><li>• Coded in primarily in Go, GraphQL, and Python, some Javascript with React and React Native</li><li>• Developed unit and integration tests for new code</li><li>• Used cloud tools like ElasticSearch, AWS Lambda, AWS CloudFormation, AWS S3, AWS SNS, etc.</li><li>• Wrote Terraform scripts to deploy to AWS via GitHub and GitLab CI/CD systems</li><li>• Designed and developed a simple middleware to be a single coherent API for our clients to use exclusively, which coordinates and orchestrates access to a number of different services, both internal and external to Sinclair</li><li>• Used AWS Lambda, DynamoDB, CloudFormation, ECS, API Gateway, S3, Simple Notification Service, Route 53 to build micro services</li><li>• Developed custom middleware to support web and React Native clients for a prototype of a new Sinclair news property</li></ul>	<b>Sinclair Digital</b>
7/2017 – 4/2019 21 months	<b>Sr. Software Engineer</b> <ul style="list-style-type: none"><li>• Designed, coded Meat Tempering feature</li><li>• Designed, coded an improved Bluetooth cooking device discovery and pairing system</li><li>• Proposed and led a major refactor of much of the iOS app to employ a MVVM pattern that improved the maintainability and extensibility of the code.</li><li>• Diagnosed and corrected bugs</li><li>• Reviewed code in ObjC, Swift, Java for iOS and Android apps and web services deployed on AWS</li><li>• Developed manual and automated test processes</li><li>• Interviewed and assessed candidates for recruitment</li></ul>	<b>Hestan Smart Cooking, Inc.</b>
7/2012 – 5/2017 58 months	<b>Software Engineer III</b> <ul style="list-style-type: none"><li>• Designed, coded a map-based Store Search feature to help draw customers into the stores</li><li>• Helped spearhead the transition of the whole Customer Mobile Application team to Test-Driven Development and Full Pair Programming</li><li>• Presented brown-bag talks frequently to share learnings from remote training sessions</li><li>• Developed prototype apps to explore potential product ideas</li><li>• Diagnosed and corrected bugs</li><li>• Reviewed code in Objective-C, Swift, and Java for iOS and Android apps, and web services deployed on AWS</li><li>• Developed manual and automated test processes</li><li>• Lead development of a new style of candidate interview using pair programming and TDD.</li><li>• Interviewed and assessed candidates for recruitment</li></ul>	<b>Nordstrom, Inc.</b>
7/2011 – 6/2012	<b>Software Developer</b>	<b>Ascentium, Inc.</b>
2/2009 – 9/2013	<b>Owner, Developer</b>	<b>Rockhold Company.</b>
4/1996 – 1/2009	<b>Software Design Engineer III</b>	<b>Microsoft, Inc.</b>
10/1994 – 4/1996	<b>Software Developer</b>	<b>Attachmate Corporation</b>
1991 – 1994	<b>Lead Quality Assurance Engineer</b>	<b>Symantec Corporation</b>
1988 – 1991	<b>MUMPS Developer</b>	<b>InterSystems, Inc.</b>
1987 – 1988	<b>Developer</b>	<b>VERTEK, Inc.</b>

## EDUCATION

9/2015 - 1/2019	<b>Master of Science</b> Computer Science and Engineering, 3.3 GPA	<b>University of Washington</b>
9/1981 - 1/1986	<b>Bachelor of Arts</b> Linguistics, C.S. minor, 2.7 GPA	<b>McGill University</b>

## PERSONAL PROJECTS

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|--------|---|---|
| Coding | <b>Georg</b><br>A macOS desktop and iPadOS app for sharing editable map documents   | <a href="https://github.com/appel-rockhold/georg">https://github.com/appel-rockhold/georg</a>                   |
| Coding | <b>Micropolis Experiment</b><br>Hacking on the SimCity 1.0 codebase to test out some ideas for games. One part of this is making a SwiftUI app for macOS, and another is making a version of Micropolis for the Playdate console. | <a href="https://github.com/michaelrockhold/micropolis">https://github.com/michaelrockhold/micropolis</a>       |
| Coding | <b>HexMap</b><br>the Game of Life but on a hex-tiled globe instead of a 2D grid of square cells   | <a href="https://github.com/michaelrockhold/Hexasphere-sw">https://github.com/michaelrockhold/Hexasphere-sw</a> |

## HOBBIES

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|-------------------|---|---|
| Homemaking        | <b>Cooking, Baking</b><br>I enjoy adapting recipes from various traditions and cuisines to be vegetarian or vegan.  |   |
| DIY remodeling    | <b>Attic Sauna</b><br>I built a good-sized cedar-lined sauna in some unimproved space in the attic of my house during the pandemic without ruining anything                                 |   |
| Home Automation   | <b>CoffeeSwitch</b><br>designed an electronic switch controlled by HomeKit, and installed it in our coffemaker so that we could start the coffee from our phones before getting out of bed. |   |
| Home Automation   | <b>Doorbell Notifications</b><br>the front doorbell doesn't ring, it sends a push notification to all our phones  |   |
| Cartography Hacks | <b>TransitScope</b><br>see near-real-time locations of all buses in the King County Metro system (sadly defunct due to retirement of a key API)   | <a href="https://github.com/michaelrockhold/TransitScope">https://github.com/michaelrockhold/TransitScope</a> |

## LANGUAGES

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**English** - native, **French** - B1, **German** - B1, **Spanish** - B1