

# Michael Sean Hansen

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Los Angeles, CA

**Senior-level freelance developer.** I have been a key member of several startups, where in addition to lots of coding I have helped build a product team, designed systems, mentored junior developers, and managed projects. I am currently pursuing a masters degree in machine learning.

## Work

**September 2018 - Now:** *Freelance developer and student*

**Dec 2014 - September 2018:** *Senior developer at POPin*

- When I joined POPin I took ownership of the backend, architecting and building it out from a monolithic Tomcat application into a horizontally scalable service-based system. (Using Java, Go, Redis, MySQL, Nginx, AWS, and custom deployment scripts.)
- Because of my background in iOS I also spent time on the iOS app and helped shape the app architecture and user experience.
- As the first developer hired at POPin, I helped interview and build the team of engineers, and mentored junior developers.
- I created and convinced the team to adopt a custom Git workflow that vastly improved our development process.
- I managed a number of projects including the development of the Android app.
- Towards the end of my time at POPin I also built a few AI features, including a search feature and a sentiment analysis and auto-categorization feature.

**Jun 2013 - Nov 2014:** *iOS developer at RokketLaunch*

- One of two iOS developers at RokketLaunch, where we built two email apps.
- For the PeeqPeeq app I was in charge of the UI. I created custom controls and transitions, and I spent a lot of time on optimization to get image-heavy content to load and scroll smoothly on early iPad hardware (creating something similar to UICollectionView before that existed).
- PeeqPeeq was featured in [The New York Times](#) and [TechCrunch](#).
- For Actionable I built a rich text editor for the email compose screen, giving users the ability to add interactive task items inline with the body of their email.

**Apr 2011 - Jun 2013:** *iOS developer at HipGeo*

- I was one of two iOS developers at HipGeo, which was a travel-focused social networking app.
- I built a system for full offline use, including cached posts with a priority queue of pending uploads.
- I built custom UI components for the app and gained experience working with a number of iOS frameworks including Core Location, MapKit, Address Book, and more.
- HipGeo was featured in [TechCrunch](#).

**Nov 2009 - Apr 2011:** *Developer at Textopoly*

- Textopoly was a digital marketing dev shop, and as the sole developer I built a platform for sending SMS and social media broadcasts to subscribed users. This system included options for targeting specific regions or distribution lists. (Using PHP, JavaScript)
- I also built my first professional iOS app: the official showcase app for Yamaha Watercraft. Users could explore the lineup through a custom carousel widget, view photos and video, find nearby dealers, or sign up to receive SMS alerts.

**May 2008 - Apr 2009:** *Web Developer at BYU Broadcasting*

- I built a web interface for navigating between various live streams and a library of on-demand content. (Using .NET, JavaScript)
- Named employee of the year.

## Education

**September 2018 - Now:** *MS in Computer Science from Georgia Institute of Technology*

- I am currently pursuing a degree in the Online Master of Science in Computer Science program at Georgia Tech. I am specializing in machine learning and computer perception.
- <https://www.omscs.gatech.edu>

**Aug 2009:** *BS in Computer Science from Brigham Young University*

- My team won our capstone competition with an iOS game called TapIt, and the experience helped launch my interest in the platform.  
<https://cs.byu.edu/article/wrap-cs-demo-day-huge-success>

# Skills

## *Backend*

- Java (Tomcat, Spring, Hibernate)
- Go
- Nginx, MySQL, Redis, Firebase
- AWS SDKs and CLI tools
- AWS administration, including IAM, VPC, ELB, CloudFront, and more
- Bash scripting

## *iOS*

- Objective-C and Swift
- Core Animation, Core Data, Core Graphics, MapKit, TextKit, and other 'kits and frameworks
- Interface Builder and Auto Layout
- 3rd party libraries including Firebase, Fabric, and Alamofire

## *Bonus*

- Git (including GitFlow and other workflows)
- Trello, Jira
- Sketch, Photoshop
- JavaScript, CSS, HTML, and light experience with Angular
- MATLAB/Octave and Python for machine learning
- I climbed Mount Kilimanjaro and Aconcagua.