# MITCHELL PORTER

iOS & Backend Developer

## CONTACT

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## TECHNICAL SKILLS

### Concepts

- Mobile app development
- Backends and APIs
- Managing design assets (Sketch)
- Product Management
- Analytics & Crash reporting
- User acquisition & marketing
- A/B Testing

### Languages & Frameworks

- Swift, Objective-C
- iOS, UIKit, Auto Layout, Core Data, AVFoundation
- Node.js, Express.js, Knex.js, SQL
- HTML, CSS, JavaScript

### Tools & Software

- Xcode, Visual Studio Code
- Git, Github, Bitbucket
- MySQL, PostgreSQL, MongoDB, Realm, Redis
- TestFlight, Fabric, Crashlytics, Fastlane, Branch, Cocoapods, Google Analytics
- Reveal, Charles Proxy, Postman
- Heroku, AWS

## INTRODUCTION

I'm a mobile application developer located in Seattle, Washington. I specialize in building native iOS apps in Objective-C and Swift. I've been building mobile applications for 5+ years now and love the entire process of building products.

Although my specialty is mobile, I also enjoy working on the backend and building REST APIs using Node.js.

I'm always eager to learn more and love researching and testing new technologies.

## EXPERIENCE

### Founder & CTO

Endgame Labs, Inc. | Redmond, WA | MARCH 2018 - APRIL 2019

Developed software solutions for E-commerce stores with a focus on automation, performance marketing, and advertising.

### Entrepreneur In Residence

Airship Industries, Inc. | Redmond, WA | MAY 2017 - MARCH 2018

Prototyped multiple tools and services including a data management platform, an e-commerce focused ad tracker, and many other e-commerce apps that integrated with platforms like Shopify. Eventually this work evolved into Endgame Labs, Inc.

### Software Engineer

Airship Industries, Inc. | Redmond, WA | MAY 2017 - JANUARY 2018

Worked on core video feed management product. Also built internal tools using Node.js to gather data and provide intelligent insights into the way the company was running.

Aggregated data from third party services like Slack, Trello, Jira, and Fogbugz and organized it for easy display with real-time updates. The goal was to provide insights into all aspects of the business and increase transparency across various teams. Built and tested internally at Airship.

# PROJECTS

**Github repos available for all projects upon request**

**Ellroi - iOS & Backend**
Task management and team productivity
https://angel.co/projects/962297-ellroi

**Ginger - iOS & Backend**
Message your friends with GIFs
https://angel.co/projects/962288-ginger

**Dusk - iOS & Backend**
Anonymous live video social network
https://angel.co/projects/410841-dusk-anonymous-live-video

**Banana - iOS & Backend**
Share funny selfie videos & photos with friends
https://angel.co/projects/962281-banana

**Founderfox - iOS**
Video-pitch your startup to VCs & angels.
https://angel.co/projects/962275-founderfox

# PRESS

**Dusk**
https://techcrunch.com/2016/11/30/dusks-new-app-lets-you-live-stream-anonymously/

**Banana**
https://mashable.com/2016/04/16/cant-miss-apps-yahoo-esports-banana-astro-attack/#1DTPByKqzuqq

**Founderfox**
https://www.geekwire.com/tag/founderfox/

# EXPERIENCE (CONTINUED)

## Co-Founder & CTO

Design First Apps | Kirkland, WA | JUNE 2015 - MAY 2017

Built multiple iOS apps from start to finish and launched to the App Store. Built dozens of other prototypes as well. Apps ranged from social networking, messaging, live streaming, and productivity tracking. Led our small dev team. Apps written in Objective-C and Swift. Also built the backend components. Worked closely with designer co-founder to produce beautiful UI. All apps were featured or ranked in the top 100 for their App Store category.

## iOS Developer

Contractor | Anaheim, CA | JUNE 2013 - JULY 2015

Developed native iOS apps in Objective-C and Swift. Used key frameworks, networking, data persistence, and popular third party libraries to create fast and reliable apps. Worked on many different client projects through various agencies.