

NICK MAIN

Senior iOS Engineer | Tools, Languages and Knowledge Engineering


EXPERIENCE

23 - 24	Yummly	Principal iOS Engineer	(company is closing down)	New feature development in SwiftUI . Maintenance and refactoring of legacy UIKit code in Swift and Obj-C. Code review of internal and vendor code and mentoring of junior engineer.
22 - 23	Audible	iOS Software Engineer	(left due to RTO mandate)	Development of documentation & build tooling and UI features for the Audible iOS app. Swift , SwiftUI , SwiftPM tooling, UIKit.
2021 - 22	NBC News Digital	Contract tvOS Software Engineer		Responsible for new feature development and maintenance of the NBC News, Today and MSNBC apps on tvOS, and contributing to code shared with the iOS app. Troubleshooting of video playback, analytics and ad insertion issues. Swift , SwiftUI , AVKit and UIKit.
2014 - 2021	Disney	Staff Software Engineer		Movies Anywhere Developed and maintained features for the iOS and tvOS movie streaming apps. Swift , AVKit and converting UIKit to SwiftUI . GraphQL . Maintenance of the Roku app. Maintenance of the Android app. Internal tech lead for external vendors building the initial launch apps. Studio Technology Designed & developed the REST API for <i>Disney Movies Anywhere</i> in Java. Data modeling for the metadata and video-entitlement CMS. Reporting and data maintenance via Python scripting. Design/dev of the services for the Roku and Xbox apps. Worked with vendor. Ad hoc image workflow tools for internal users (macOS, Objective-C). Transitioned to the iOS team soon after Swift was announced.
2010 - 14	Mind Research	Senior Software Architect		Mind Research Institute develops neuroscience-based Math education software. Researched and prototyped novel multimedia authoring tools - combining state-charts, visual, constraint-logic, and rules-based programming.
2006 - 2010	Disney	Staff Software Engineer		Disney Online Developed services in Java for Flash-based games and UI on disney.com . Reverse engineered the Flash file-format and implemented Actionscript bytecode transpilation as part of an AS2 to AS3 migration. Parks and Resorts Developed high-volume guest-facing web sites in Java as part of a full-stack dev team. Touching JS, HTML/CSS as needed. Integrated and maintained a semantic web ontology (OWL) for a faceted-search engine.



Southern California

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PRIMARY LANGUAGES


	Swift	9 years
	UIKit on iOS and tvOS Some macOS. Some Obj-C.	
	SwiftUI - 4+ years on tvOS and iOS.	

SECONDARY LANGUAGES

	Haxe	5 years
	Game logic engines targeting web and Flash. Visual authoring tools, rules and Prolog.	
	Javascript	10+ years
	Vanilla JS. Some Typescript.	



LEGACY LANGUAGES

	Java	10+ years
	Server-side: J2EE, REST, Spring etc. Swing: desktop apps JVM bytecode: instrumentation, transpilation	
	C++	5 years
	Win32, ActiveX and JVM interop	
	C	5+ years
	Win32 and OS/2 UI development	

EDUCATION

	University of Cambridge
	Masters in Computer Science