NICK MAIN

Apple Platform Developer

Claremont, CA

https://hello.nickmain.com

EXPERIENCE

Audible — iOS Software Engineer

2022 -

Development of documentation & build tooling and UI features for the Audible iOS app. **Swift**, **SwiftUI**, SwiftPM tooling, UIKit.

NBC News Digital — Contract tvOS Software Engineer

(Via Insight Global)

2021 -

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.

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**.

2014 - 2021

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 *Disney Movies Anywhere* 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.

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 transformation as part of an AS2 to AS3 migration.

Parks and Resorts

2006 - 2010

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.

MIND RESEARCH — Senior Software Architect

Mind Research Institute develops neuroscience-based Math education software

2011 - 14

Researched and prototyped novel multimedia authoring tools - combining state-charts, visual, constraint-logic, and rules-based programming.

PRIMARY LANGUAGES

Swift — 8+ years
UIKit on iOS and tvOS
Some macOS.
Some Obj-C.

SwiftUI - 3+ years on tvOS and iOS.

SECONDARY LANGUAGES

Haxe — 4+ 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