

Daniel A. Osborne

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Software engineer (BS expected December '17) with a solid understanding of mobile development life cycles and UX, with experience implementing third party libraries, RESTful APIs and SQL databases. Strong communication skills, highlighted by a history of successfully working directly with clients to design and develop product. Genuine driven passion for writing code and building applications.

EXPERIENCE

QA Engineer Intern, Turbo Games

New York, NY; July 2017 - Present

Build and deploy development/testing branches for regression testing. Report bugs and verify fixes within an agile workflow. Performs assets removal with corresponding memory testing to optimize OOM-free rate. Deployed NewRelic network monitoring services within AWS. Added functionality to existing Unity custom-built tools.

Freelance Android Developer, 5Harfliler.com

New York, NY; January 2017 - Present

Worked with editors and web devs of Turkey's largest online feminist magazine to develop mobile access solutions. Built custom web view with alert notification functionality based on WordPress API. RESTful services provided content and trigger alerts.

Student, New York City College of Technology

New York, NY; April 2015 - Present

Developed "Lifting", a weight lifting application for organizing and recording workouts, graphically displaying results (App live on Google Play).

Customer Service Specialist, Gotham Photo Company

New York, NY; April 2013 - 2015

Coordinated photographers' and floorplanners' fulfillment and media needs in the high-end New York City real estate market. Clientele included Douglas Elliman, Halstead Property and Corcoran Group. Responsible with general help desk support for proprietary content delivery system. Worked closely with agents unfamiliar with web-based environments.

Service Administrator, Apple Inc.

New York, NY; March 2005 - August 2012

Managed relationships with high-profile customers during the technical repair process. Rebuilt relationships with priority clientele who had been escalated by the services team. Oversaw on-site repair facility and operations for Apple Store Genius Bar. Facilitated service training for managers, Mac Geniuses, sales associates, and service administrators. Tested a new repair strategy for the New York City market and later facilitated chain-wide rollout for all US Apple Retail.

TECHNICAL SKILLS

Java (Android Studio), C# (Unity), Gradle, MySQL, SQLite, Git, Unix, REST, PHP, WordPress, Bootstrap, HTML5, Node.js, React.js, AngularJS, Grunt.