

John Regner

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An expert technologist with an eye for quality and the drive to achieve it. I love for the people around me to succeed with me.

iOS Developer — 2015–Present

Companies: Walmart, Safeway, Tripstr, Spark App Studio

Tech: Swift, Objective-C, git, GitHub, carthage, ruby, bash, GraphQL, AsyncDisplayKit, AVFoundation, Core Animation, Quartz, svn, Jenkins, Agile

Team

- Held trainings
 - ◆ Git workflows
 - ◆ Unit Testing
 - ◆ Object Oriented Design
 - ◆ UIKit basics
- Diagnosed and repaired developer laptop blocking issues, shell, ssh, tooling.
- Drove efforts to align developer and CI tooling to reduce errors.

Initiative

- Sped up developer feedback with custom Pull Request reporting, linting, test failures
- Wrote custom CI scripts to report lint, test failures, and code coverage directly on PRs to improve developer feedback loop
- Developed iPad Proof of Concept
- Delivered on time and on budget three apps as part of Spark App Studio.

Author

- Shipped features in small and large apps, unit tested, behind feature flags
- Integrated custom Walmart ReactNative wrapper.
- Work closely with the Release engineering team to deliver our artifacts to the app store.
- Used Photos framework along with CoreData and AsyncDisplayKit to provide engaging trip views.
- Authored feature work used by millions of customers Grocery / W+ / Baby Register / Store Mode

Workflow

- Added Snapshot testing
- Added UITesting to ensure regressions were caught early in iterations.
- Managed delivery of dozens of apps and versions of apps to the app store.
- Migrations, Swift, Xcode migrations, tools migrations, XCFramework adoption & M1 support
- Converted team from SVN to Git for increased flexibility in our version control system
- Removed errors from build process with fastlane. Multiple App Store builds could now be created for our white labeled app.
- Github Organization admin permission reduction and alignment

Organizer & Presenter — Santa Clara iOS Connect 2015–2017

- Weekly meetup and project group
- Taught and mentored beginning and intermediate iOS programmers.
- Provided formal presentations on iOS Unit and UITesting, and Git and GitHub

Software QA — Astronautics Corporation of America 2012–2015

Tech: Linux, bash, python, sed, awk, C, C++, Visual Studio, Cygwin, make

- Automated re-imaging of server and install of testing scripts to reduce testing time
- Designed tests and scripts for verification of a Linux Server and remote terminals

R&D Intern — MIT Lincoln Lab *Summers 2009–2011*

Tech: C#, Visual Studio, LabView, MATLAB, Simulink

- Designed and built radar user interface, and FPGA radar sub components
- Implemented k-means clustering algorithm and associated graph to allow operator to determine approximate number and spacing of other radar systems operating in the same area

Education - MSOE - BS Electrical Engineering *2007–2011*

- WAVE Smart Home Power Monitor - **Tech:** C, C#, SVN, Embedded Systems, Perl, Wireless UART
- iPhone Audio Effects System - **Tech:** Objective-C, CoreAudio, Debugging

Aviation Electronics Technician — US Navy *2003–2007*

- Supervised and delegated troubleshooting and maintenance tasks to a team of 8 people.
 - Analyzed and repaired faults in multiple hardware systems on board the aircraft
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Professional Development

- Conferences: CocoaConf Aug-2014, Functional Swift Conf Dec 2014 & Apr 2017, Swift Summit Oct-2015,
 - Training: Advanced iOS Big Nerd Ranch - Atlanta, GA - Feb 2015
 - DevCamp Hackathon - Best Open Source - San Francisco, Nov 2016
 - RokkinCat Hackathon - Milwaukee, WI - Oct 2014, Jan 2015
 - Meet-ups: NSCoder Milwaukee (2014–2015), Swift Lang User Group (2015–2016), Santa Clara iOS Connect (2015–2017)
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<https://github.com/regnerjr/regnerjr.github.io>