John Regner

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A motivated self-starter and active iOS community member, with an eye for quality and the drive to achieve it.

Safeway - iOS Developer - *Apr 2016 - Present*

Tech: Swift, Objective-C, Core-Data, Fastlane/CI, GCD, Agile, SVN, GIT

- Converted team from SVN to Git for increased flexibility and trust in our version control system
- Increased team's technical abilities through ongoing peer training in Swift best practices.
- Improved user experience by recommending the proper use of animations

Tripstr - Co-Founder, iOS Developer - *Oct 2015 - Mar 2016*

Tech: Swift, Core-Data, AsyncDisplayKit, Fastlane/CI, CocoaPods, GCD, Agile, GitHub

- Improved all parts of the iOS App from layout and networking, to Testing and Continuous Integration
- Added UITesting to ensure regressions were caught early in iterations.

Santa Clara iOS Connect Peer Mentor - *Aug 2015 - Present*

Tech: Xcode, UIKit, CoreGraphics, Swift, Objective-C, Git, Software Architecture

- Teach and Mentor Beginning and Intermediate iOS Programmers
- Formal presentations on iOS Unit and UITesting, and Git and GitHub
- Answer and explain iOS questions, on iOS technologies, and Best Practices

Astronautics Corporation of America – Software Verification Engineer - *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

MIT Lincoln Lab – R&D Software Development Intern - *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 - Milwaukee School of Engineering - BSEE - *2007–2011*

Projects

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

United States Navy – Aviation Electronics Technician - *2003 - 2007*

Tech: Multimeter, O-Scope, Security Clearance

- Analyzed and repaired faults in multiple systems on board the aircraft
- Supervised and delegated tasks to a team of 8 people

Professional Development

- Conferences: CocoaConf Aug–2014, Functional Swift Conf Dec–2014, Swift Summit Oct–2015,
- Training: Advanced iOS Big Nerd Ranch - Atlanta, GA - Feb 2015
- 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 - Present)