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, AsyncDisplayKit, AVFoundation, Quartz, svn, Jenkins

- Managed delivery of dozens of apps to the app store. Local builds with signing, whitelabeling, CI, point releases all of it.
- Integration of Custom Walmart ReactNative wrapper.
- Feature works used my millions of customers Grocery / Membership / W+ / Order Tracking / Baby Register / Store Mode / Geofence
- Migrations, Swift, Xcode migrations, tools migrations, Xcframework adoption & M1 support
- Wrote custom CI scripts to report lint, test failures, and code coverage directly on PRs to improve developer feedback loop
- Drove efforts to align developer local tools and CI to have consistent versions of Xcode, node, ruby, python to enhance fault reproduction.
- Provided iOS developer support to team of $_{150}$ developers.
- Debug CI issues
- Developer technical support, build issues, laptop issues, access issues, architectural suggestions.
- Support 150+ developers with technical support.
- Work closely with the Release engineering team to deliver our artifacts to the app store.
- Build scripts, laptop setup scripts, core frameworks setup and maintenance.
- 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.
- Used Photos framework along with CoreData and AsyncDisplayKit to provide engaging trip views.
- Added UITesting to ensure regressions were caught early in iterations.

Meetup Organizer & Presenter — Santa Clara iOS Connect –*2015 - 2017*

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

Software Verification Engineer — 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 Software Development 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 - Milwaukee School of Engineering - 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 — United States 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