Ryan Grier

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Summary

I am a software engineer who loves solving challenging problems. I started as a Java developer and transitioned to mobile development in 2010.

I am a highly motivated developer. I initially learned iOS on my own. Since then I've grown as a developer and have worked on and led projects that have been featured on the App Store multiple times.

Experience

Sr Software Engineer (iOS)

Warner Bros. Digital Labs

Jan 2019 - Present (2 years 7 months +)

• Contributor on iOS team to design and develop multiple iOS and tvOS apps utilizing Swift, iOS 11+, Storyboards, Auto Layout, and Realm.
• Lead iOS developer on DC Universe and DC UNIVERSE INFINITE.
• Lead iOS developer on Boomerang - Cartoons & Movies.
• Led efforts to design and develop comic book streaming mechanism iOS for DC Universe and DC UNIVERSE INFINITE.
• Developed multiple internal libraries utilized by both DC Universe, DC UNIVERSE INFINITE and Boomerang
• Boomerang and DC Universe have both been featured on the App Store multiple times.

Freelance Engineer

Freelance

Nov 2007 - Present (13 years 9 months +)

• Provided development expertise Factoids iOS app for The Wayne Group utilizing Objective--C, iOS 5.x, Storyboards, and Core Data.
• Designed and developed The Man's Zen and Skiddlywags iOS apps for Annubis Productions utilizing ObjectiveC, iOS 3.x, AVFoundation, and OCUnit.
• Designed and developed dozens of websites for ColdTree Creative utilizing PHP, MySQL, JQuery, CSS, and HTML.
• Designed and developed a number of websites for additional companies utilizing PHP, MySQL, JQuery, CSS, and HTML.

Principal iOS Engineer

Comcast

Oct 2018 - Jan 2019 (4 months)

• Contributor on Xfinity Home iOS app
• Contributor on Xfinity Home Video team

Software Engineer (iOS)
Warner Bros. Digital Labs

Jul 2016 - Oct 2018 (2 years 4 months)
• Contributor on iOS team to design and develop multiple iOS and tvOS apps utilizing Objective-C, Swift, iOS 10+, Storyboards, Auto Layout, and Realm.
• Led efforts to rewrite DramaFever tvOS app from ground up.
• Contributor on Boomerang - Cartoons & Movies to deliver initial app on an accelerated timeframe.
• Led efforts to design and develop comic book reader for iOS and tvOS for DC Universe.
• Led efforts to design and develop comic book download mechanism iOS and tvOS for DC Universe.
• Contributor on DC Universe in all other aspects of the app.

Principle iOS Engineer
Comcast

Sep 2013 - Jul 2016 (2 years 11 months)
• Led team of developers (locally and offsite) to design and develop Xfinity Home iOS mobile app utilizing Objective-C, Swift, iOS 8+, Storyboards, Auto Layout, HAL (Hypertext Application Language), and Core Data.
• Led efforts to design and develop 24/7 Video Recording in iOS app.
• Designed and developed remote logging service that enables application health monitoring.
• Participated in multiple lab weeks to explore new ideas in the IoT (Internet of Things) space.
• Led efforts to automate iOS build system for Xfinity Home and other Comcast iOS apps.
• Presented automated iOS build system at local CocoaHeads chapter meeting.

Mobile Engineer Technical Lead
Barclaycard

Dec 2011 - Sep 2013 (1 year 10 months)
• Led team of developers to design and develop Mobile Payments app for iOS utilizing Objective-C, iOS 5+, Storyboards, SQLite, and Paydiant SDK.
• Provided mobile and web-service rapid prototypes to prove technologies for business utilizing Objective-C, Java (Android), PhoneGap, HTML5, JQuery Mobile, Bump SDK, CoreData, and RestKit (JSON).
• Designed and developed Android service, analytics, and session management layers of the Barclaycard US Android servicing app.
• Designed and developed internal colleague mapping app for iOS utilizing Objective-C, iOS 5., RestKit (JSON), TBXML (XML) and CoreData.
• Designed and developed Peek functionality for iOS utilizing Objective-C, iOS 5.x, RestKit (JSON). Patent submitted for this work.

Senior Mobile Engineer
Nov 2010 - Dec 2011 (1 year 2 months)
• Designed and developed NAVTEQ Mapping SDK for iOS utilizing Objective-C, iOS 3.x, YAJL (JSON), and OCUnit.
• Designed and developed iOS test harness for testing SDK functionality utilizing Objective-C, iOS 3.x, YAJL (JSON), and OCUnit.
• Assisted Trapster iOS app transition from Google MapKit to NAVTEQ SDK. Trapster has over 14 million users.

• Led efforts to automate iOS build and testing systems.

Engineer 4
Comcast

Oct 2005 - Dec 2010 (5 years 3 months)
• Developed Comcast's MyDVR product, delivering functionality while driving improvement in code testability, utilizing Java 1.5, Oracle 10g, Hibernate, Spring Framework, XFire (SOAP), JBoss, JUnit, JMeter, and SoapUI.
• Built web-application test harness to demonstrate MyDVR functionality using JSP, Ajax, XFire (SOAP), Spring Framework, and Tomcat.
• Developed Integrated Search and Browse for Comcast's Guide, utilizing Java 1.5, JAXB, and JBoss.
• Facilitated the move from CVS to SVN, and from Ant to Maven.
• Trained and served as a certified Scrum Master.

Software Engineer
Siemens

Apr 2004 - Oct 2005 (1 year 7 months)
• Worked on the Soarian Financials Architecture team. Soarian Financials is a billing system used in hospitals. Helped with the conversion from Microsoft J++ to Java 1.4. This conversion included converting various parts of the security and user layers from older proprietary systems to new proprietary systems.
• Contributed to applications using Agile methodologies such as Test Driven Design, Pair Programming, and Scrum.

Java Programmer
CentraView, LLC

Sep 2003 - Apr 2004 (8 months)
• Technical lead in developing company's Customer Relationship Management (CRM) package utilizing Java, Enterprise Java Beans, Java Server Pages, MySQL, Apache Struts, JBoss Application Server, and Linux.
• Designing and developed build process for company CRM package using Apache Ant.
• Designed and developed company's license authentication process using Apache Axis SOAP.

Programmer
Appligent

Sep 2002 - Sep 2003 (1 year 1 month)
• Designed and developed company's evaluation software distribution system utilizing Java, Enterprise Java Beans, Java Server Pages, Servlets, JBoss Application Server and Linux.
• Maintained MySQL databases for web application systems.
• Assisted in solving network, hardware and software troubleshooting.

Programmer Analyst
IBSi

Jul 2000 - Aug 2002 (2 years 2 months)

• Assisted in creating, developing and maintaining company's internal Customer Relationship Management (CRM) application (YouRelate) utilizing Java, Enterprise Java Beans, and Java Server Pages.
• Maintained the company website.

Education

Penn State Great Valley

Masters, Software Engineering

2002 - 2004

Millersville University of Pennsylvania

Bachelor's, Computer Science

1997 - 2001

Skills

Agile Methodologies • Scrum • XML • Software Development • Java • Object Oriented Design • Subversion • JUnit • TDD • Spring