

Sam McDonald

A software developer who loves Cocoa and Web development. Founder.

3099 Washington St #24
San Francisco, CA 94115
214 755 1858
sam@sammcd.com
<http://sammcd.com>

Skills

Experienced

Objective-C, Cocoa, iOS Dev, Git, C, CSS, Ruby, Rails, Object Oriented Design, PHP, MySQL, HTML, sqlite.

Intermediate

Django, Javascript, C++, C#, Cocos2d, SpriteKit, Cappuccino, Quartz Composer, Objective-J, Python, JQuery, NGINX, Xilinx and Verilog, Debian and Ubuntu Linux.

Last Updated: 7/27/2014

Work Experience

Lead Software Engineer (iOS), Funzio (Acquired by GREE); March 2012 - Current

Joined Funzio which was acquired by GREE. Helped ship Kingdom Age and worked on other Funzio titles (Crime City, Modern War). All of these titles are now or have been regularly top 20 top grossing apps. Since acquisition, have been involved with everything from leading live games, designing and implementing frameworks, and writing game features. All live games were written in Objective-C. Currently leading a game written in C# and Unity.

Software Engineer, WhiteGlove Health; 2011 - March 2012

WhiteGlove Health provides home health in many states across the US. My responsibilities included working on a Ruby on Rails app that controls everything from patient medical records, to scheduling clinicians, to running the day to day operations of the business. I also worked on an iPad app that clinicians use daily to record their visits.

Lead Web Developer, TeamDealerOnline.com; 2010 - 2011

Worked on TeamDealerOnline.com, a PHP/MySQL application for setting up online shopping carts for sporting goods. Improved the infrastructure to be able to handle one million dollars in sales monthly. Helped maintain and improve the application. Developed an iPad app to replace sporting goods catalogs.

Web Developer (Summer Contractor), LifeChurch.tv; Summer 2009

Developed first version of <http://babelwith.me>, a multi-language chat application. Used Python, Google App Engine, Memcache, and JQuery. Learned to write software as a remote contractor. Learned how to scale an application to a large user base.

Founder & Mac Developer, Trimonix; 2007-2008

Started company called Trimonix to develop and sell Macintosh software. Created Countdown Maker which did \$20,000 in sales in its first year. Used Cocoa, Objective-C, and Quartz Composer. Store used PHP, MySQL, and Kohana. All Trimonix IP has been sold to Tasteful Works. To see our app visit <http://tastefulworks.com/countdown-maker>.

Other Experience

NASA

Participated on a NASA microgravity team. Created a rig to test syringes in zero gravity, and then conducted tests on a zero gravity aircraft.

Open Source

Contributed very small patches to the Google Chromium and Cappuccino projects.

Education

Graduated May 2010 with a BS in Computer Science from The University of Kentucky.