**Evan K. Stone**378 Park Place Dr.  
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### SUMMARY OF QUALIFICATIONS

Senior iOS Engineer with passion for and strong abilities in architecture, design, and development of applications for the iOS platform, and most recently exploring development of extensions for Apple WATCH with WatchKit. Passionate about User Experience and is enthusiastic about making designs come to life on iOS. Strong knowledge and execution of design patterns, and object-oriented development and is constantly striving to improve abilities and share knowledge with others. Proven abilities to deliver high quality software on time using scrum and agile development methodologies.

### TECHNICAL SUMMARY

* Architected and developed iOS applications for iPhone and iPad using *Xcode,* Swift and Objective-C.
* Used scrum and agile techniques to develop products in the face of constantly-changing requirements and to deliver those products on time.
* Stoked about Swift!
* Loves working with *Git*!
* Uses design patterns and object-oriented methodologies to deliver robust and versatile software products.
* Enthusiastically collaborates with design team members to create amazing and easy-to-use user experiences.

### PROFESSIONAL SUMMARY

**STAND TECHNOLOGIES, INC.,** San Francisco, California, November 2014 – March 2015 – <http://www.stand.tc>

iOS Developer

* Single-handedly architected and developed the iPhone application *STAND* from concept to alpha testing stage using **Swift** and **Xcode 6.2**!
* Breathed life into static designs provided by STAND Technologies’ contract designer, realizing a dynamic, fluid interface from Photoshop comps.
* When necessary, used Photoshop to extract design assets for use in STAND.
* Collaborated on interaction design decisions in all areas of the app, driving the direction for the mobile experience!
* Began experimental/concept work on Apple WATCH extension for STAND using WatchKit.

**INTERACTIVE LOGIC,** Petaluma, California, September 2009 – Present – <http://www.interactivelogic.net>

Owner, Contract Software Engineer, and iOS Developer

Interactive Logic is the business entity that I use to accomplish two things: First, so that I can design, develop, and distribute my own apps to the Apple App Store. Second, serves as the business entity that I use when doing contract or consulting work.

* Designed and developed the iPhone application *NineOneOne ~ one-touch emergency dialer* as well as the universal iPhone and iPad application *Alfabeto ~ Portuguese Alphabet Tutor* using Xcode, Objective-C and Cocoa Touch.
* Designed initial user interface prototypes for the apps using paper prototyping techniques.
* Released *NineOneOne ~ one-touch emergency dialer* and *Alfabeto ~ Portuguese Alphabet Tutor* to the Apple App Store via iTunes Connect.
* Used HTML, PHP, and Photoshop to construct product support site for *NineOneOne*: <http://interactivelogic.net/nineoneoneapp/>

**NELSON STAFFING,** Sonoma, California, August 2014 – November 2014 – <http://www.nelsonjobs.com>

Senior Software Developer

* Developed a dashboard reporting system using Microsoft SQL Server Reporting Services and T-SQL which enabled sales and operations to instantly view and share important metrics for and with their clients.
* Collaborated and developed a technology solution using SSRS, Excel, and PowerPoint to streamline, simplify, and better facilitate the workflow for Nelson’s sister company iWorkGlobal (<http://www.iworkglobal.com/>), which reduced and eliminated key pain points in their process of communicating KPIs to their clients.
* Guided, mentored, and championed the software development team’s transition from Microsoft Team Foundation to using Git as their version control system, which greatly and instantaneously increased productivity.

**RAILWAY,** San Francisco, California, April 2014 – July 2014 – <http://www.railwaypos.com/>

Senior Software Engineer - iOS

* Architected and developed Railway’s Loyalty and Rewards App for iPhone and iPad using *Xcode*, Objective-C, UIKit, and some third-party libraries.
* Developed the app’s geolocation functionality and communication with iBeacons using Core Location.
* Collaborated closely with the UX/Graphic designer to realize the vision of the Loyalty product.
* Managed all aspects of device provisioning and deployment, including distribution to testers via *TestFlight*.
* Position was eliminated in July 2014, when Railway lost its funding and shut down its San Francisco office.

**BLUE ROCKET, INC.,** San Francisco, California, April 2013 – February 2014 – <http://www.bluerocket.us/>

Senior Mobile Software Engineer

* Developed applications for iOS versions 5 through 7 (on iPhone and iPad) using *Xcode*, Objective-C and Cocoa Touch.
* Implemented user interface and component layouts in XIBs and Storyboards with Interface Builder in *Xcode*, or in pure Objective-C code as needed.
* Used the *Git* command line interface and *GitX* when working with Git repositories such as Github and Assembla. Used *Cornerstone* when working with Subversion repositories.
* Followed Agile methodologies including scrum, and used various task and user story management tools such as *Assembla*, *Basecamp* and *Pivotal Tracker*.

**PIX PLUS, LLC,** Dublin, California, January 2013 – March 2013 – <http://www.pixplus.com/>

Contract iOS Developer

* Three month contract with PixPlus as an iOS developer for their iOS application, [*Revē*](https://itunes.apple.com/us/app/reve-create-photo-books-cards./id712369920?ls=1&mt=8)*,* designed specifically for iPad.
* Developed application using *Xcode*, Objective-C and Cocoa Touch.
* Implemented user interface and component layouts in pure Objective-C code and with Interface Builder.

**PERVASENT,** San Francisco, California, April 2012 – December 2012 – <http://www.pervasent.com/>

Senior Mobile Software Engineer

* Developed iOS applications for iPhone and iPad using *Xcode*, Objective-C and Cocoa Touch.
* Implemented user interface and component layouts in pure Objective-C code and with Interface Builder.
* Used the *Git* command line interface when working with Git repositories, and *Cornerstone* when working with Subversion repositories.
* Followed Agile methodologies including scrum, and used various project management tools such as Assembla, Basecamp, and Rally.

**ARCTOUCH,** San Francisco, California, April 2011 – March 2012 – <http://www.arctouch.com>

Mobile Software Engineer

* Developed iOS applications for iPhone and iPad using Xcode, Objective-C and Cocoa Touch.
* Per the internal standard enforced by ArcTouch, I implemented all my user interface and component layouts in Objective-C rather than with Interface Builder.
* Used *Cornerstone* as our Subversion front-end.
* Followed Agile methodologies including scrum, frequent code reviews, and used JIRA as our project management tool.
* Adhered strictly to coding standards set by the ArcTouch development team.
* Attended WWDC in July 2011.

**FICO,** San Rafael, California, November 2010 – April 2011

Lead .NET Software Engineer

* Lead Software Engineer on the myFICO.com site, <http://www.myfico.com/>.
* Developed new features, enhancements, and bug fixes for myFICO.com with C# and ASP.NET 3.5 using Visual Studio 2008, thus improving the customer experience for users of the MyFico.com website.
* Collaborated on a massive localization effort of MyFico.com for use by customers whose native language is Spanish, which enabled the expansion of the MyFico.com customer base to an entirely new segment of customers.

**DRAGNET SOLUTIONS, INC.,** Novato, California, March 2008 - October 2010

Senior Software Engineer

* Senior Software Engineer focusing on User Experience and front-end development for the desktop and web applications in the *Dragnet Intercept* suite of Facial-Recognition security applications.
* Designed and developed *Dragnet Intercept Investigate* web-based search and analysis system using C#, ASP.NET, LINQ, ASP.NET AJAX, JQuery, and JavaScript.
* Designed and developed the *Dragnet Intercept* client software in C# with WinForms, which enabled users to scan and analyze documents submitted via the attached hardware scanner and make a determination of the validity of identity documents.
* Designed and developed the *Dragnet Intercept Review* search and analysis application using C# and WPF, creating the user interface elements using Expression Blend as well as working directly in XAML, which allowed the user to quickly analyze a large number of submitted documents quickly.

**INTUIT, INC.,** Santa Rosa, California, May 2004 - February 2008

Senior Software Engineer

* Senior Front-End Engineer on *Quicken Online* using JavaScript/AJAX, HTML, CSS, JSF, and JSP; pioneered innovative solutions for the product that were subsequently adopted by the rest of the team.
* Integrated rich UI components in *Quicken Online* using the Ext JS and Yahoo’s YUI JavaScript library.
* Replaced *Quicken Online*’s static table grid component with a dynamic, easy-to-use, editable grid using the Ext JS and YUI JavaScript libraries, and created a builder pattern framework for duplicating similar grid components elsewhere in the application.
* Collaborated on the design, architecture, and implementation of the core framework for *QuickBooks Easy Estimate* in C#.NET, and using agile modeling with UML in our design process, which enabled the rest of the team to build *Easy Estimate* in a rapid fashion.
* Developed the application’s core functionality of exporting data to a Word document using COM Automation via .NET Interop.
* Participated in usability studies, collaborated closely with User Experience designers to create an ever-improving user experience in *Quicken Online* and *QuickBooks Easy Estimate.*
* Submitted *Method and System for Mapping Transactions* for patent filing, which was thoroughly reviewed and processed by the Intuit patent attorneys, and subsequently filed with the U.S. Patent Office.

**CCH/KNOWLEDGEPOINT**, Petaluma, California, 2001 - 2004

Senior Software Engineer

* Designed and developed major functional areas of *Performance Impact Workplace*, CCHKnowledgePoint’s award-winning performance management software product for the Windows desktop platform.
* Architected and implemented the *Policies Now UpdateService*, which enabled *Policies Now* users to download application content from the internet and allowed users to always have the latest updates of product content.
* At the core of the *UpdateService* is a reusable, object-oriented wizard framework that I designed and developed. This framework was subsequently used by other developers in the company for other products as the basis for similar wizard-based applications in three other software products, keeping a consistent look-and-feel across the product line, simplifying development efforts, and shortening development timelines.

**MARKET LIVE**, Petaluma, California, 2000 - 2001

Internet Software Engineer

* Developed sites for customers using JavaServer Pages and Multimedia Live's *MarketLive* e-commerce framework.
* Developed over 16 e-commerce sites using Active Server Pages technology with ASP using HTML and JScript.
* Collaborated closely with designers and HTML programmers during initial implementation phase.
* Pioneered object-oriented architecture and techniques in ASP using server-side JavaScript.
* Participated in the full development cycle: technical design and architecture, implementation and launch, post-launch enhancements and maintenance.
* Administered development, staging, and live MS SQLServer 7 & 2000 installations, creating numerous complex stored procedures, which resulted in more efficient processing of orders & generated more revenue for our clients.
* Defined and documented internal JSP and Java coding standards.

**KNOWLEDGEPOINT**, Petaluma, California, 1995 - 2000

Software Engineer (1995-1998), Software Development Manager (1998-2000)

* Started at KnowledgePoint as a Software Engineer and progressed to a Software Development Manager position, which enabled me to lead the development team to two successful major product launches.
* Designed, developed, and delivered two major projects on time: *PeopleManager 2.0* and *PersonnelPolicy.com*, which resulted in increased market exposure and increased revenue.
* Created and managed the development plan and timeline, which enabled the development team to work more efficiently.
* Collaborated closely with the Quality Assurance team, resulting in extremely high quality product releases.
* Communicated regularly and effectively with the Project Manager when reporting status and delivery estimates, resulting in each of the projects shipping on-time.
* Designed and developed Windows desktop applications using Visual Basic with Microsoft SQLServer and Microsoft Access, and Borland Delphi applications with Borland Paradox databases.
* Established proper Visual Basic coding standards adopted by the Software Engineering department.

**SHELL OIL PRODUCTS CO.**, Martinez, California, 1994 - 1995

Applications Programmer

* Migrated mainframe applications to client-server architecture using Microsoft development tools, including Visual Basic 3.0 and SQL Server, which resulted in faster and easier-to-use applications, and greatly satisfied customers.
* Designed and implemented an innovative system for managing Material Safety Data Sheets in Visual Basic 3.0, SQL Server, and the Windows ODBC API, which was recognized for its merits by Houston Shell and subsequently adopted as the company-wide standard system.

### ADDITIONAL INFORMATION

* Enthusiastic about improving User Experience and Interaction in all forms of software.
* Passion for learning new technologies, methodologies, and best practices.
* Enjoys attending live and online conferences in the iOS/mobile and web software development domains, such as WWDC, to keep up on current technologies and methodologies.
* Lead Programmer for *Dark Forces Mod for LucasArts Jedi Academy* from 2004-2005, developing a game modification using *Microsoft Visual Studio* and C/C++.
* Owner of the mobile DJ and event entertainment company, *Evan K. Stone Productions* (<http://www.evankstoneproductions.com>) since 1988.
* Learning the Portuguese language since December, 2007 for use in volunteer work providing Bible-based education to people in the community whose first language is Portuguese.

### EDUCATION

* A.S. Degree, Computer and Information Sciences, Santa Rosa Junior College.
* Sonoma State University, 1.5 years toward B.S. in Computer Science.
* De Anza Junior College, 2 years Computer Science, Mathematics, and General Education.