

SAM SOFFES

899 Pine Street #1111
San Francisco, CA 94108

Email: sam@soff.es
Phone: +1 (415) 935-3653

Twitter: [@soffes](https://twitter.com/soffes)
GitHub: [@soffes](https://github.com/soffes)
Dribbble: [@soffes](https://dribbble.com/soffes)
Web: <http://soff.es>

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A maker with a passion for usability, design, and fine details.
Founder. Software engineer. Open source contributor.

Employment History

iOS Engineer (2015–Present) @ [Venmo](#) — San Francisco, CA

Working on improving Venmo iOS application. Leading development on various internal tools.

Founder (2012–Present) @ [Nothing Magical](#) — San Francisco, CA

Working on self-funded company to launch iOS and web applications. Working on client applications.

VP of Engineering (2012–2013) @ [Seesaw](#) — San Francisco, CA

Employee number one. Lead engineering on [Seesaw](#) and [Everlapse](#) mobile and web products.

Lead iOS Engineer (2011–2012) @ [Synthetic](#) — San Francisco, CA

Worked as lead iOS engineer on [Hipstamatic](#), several other new products, and advanced image processing.

Software Engineer (2011) @ [Scribd, Inc.](#) — San Francisco, CA

Worked on team to create [Float](#) iPhone mobile reading application. Worked with recruiting to hire 5 additional iOS engineers.

Freelancer (2009–2010) — Dallas, TX

Lead development on several client iPhone, iPad, and Ruby on Rails applications. Created store and licensing system in Ruby on Rails to sell Macintosh applications. Released Macintosh application, Stage Time. Worked on internal iPad Google Reader product.

Digerati Polymath (2007–2009) @ [LifeChurch.tv](#) — Edmond, OK

Worked on iPhone Bible application. Worked on team to create and backing web platform now with over 100 million users world wide.

Co-founder (2007–2009) @ [Trimonix](#)

Started company to develop and sell Macintosh software. Created Countdown Maker which returned profit in its first year. Used Cocoa, Quicktime, and Quartz Composer. Created online store to sell software. All Trimonix IP was acquired by Tasteful Works, Inc.

Experience

Products

Designed and developed [Shares](#), an iOS application for tracking stocks. Designed, developed, and sold [Cheddar](#), a web application, API, iOS application, and Mac application for simple task management.

Programming

Started working with iOS the day the SDK was released and had an application in the App Store launch day. Released several Objective-C and Ruby open source libraries and contributed to several others. Expertise in Core Graphics, Core Data, networking, creating custom controls, and maintaining web application APIs.