

# SAM SOFFES

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

## Employment History

### iOS Engineer (2015–2016) @ [Canvas](#) — San Francisco, CA

Worked on native iOS & macOS realtime collaborative Markdown text editor.

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

Worked 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. [Litely](#), a client project, was featured as Editor's Choice in the App Store.

### 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

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