

STEPHEN SILBER

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+ EDUCATION

Rensselaer Polytechnic Institute • Troy, NY • May 2014
B.S. Computer Science • 3.4/4.00

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 @stephensilber

+ EXPERIENCE

SkillCoin • Lead iOS Developer • Remote (New York City based company) • June 2015 – January 2016

Built the product from idea to MVP to AppStore ready. Worked directly with the cofounders to help evolve the idea while having enough responsibility to make important decisions for the app and the company. Used sockets to provide real time location information to a scalable backend that let us handle hundreds of users on the map at the same time. Integrated with Stripe for in-app payments, built sophisticated CLLocationManager algorithms to conserve battery life when possible, and designed an app to be used without needing to see the screen.

Savant • iOS Developer • Hyannis, MA • July 2014 – June 2015

Helped develop and release Savant 7.0, a complete home automation solution and Savant's biggest iOS release to date. Responsibilities included creating several main screens, developing custom UI elements, implementing animation and UIBezierPath drawing, adding geofencing capabilities, working with QA to debug critical live issues, performance optimization and profiling, and working with the design team to match their specs.

Rollio • Lead iOS Developer • Troy, NY • February 2014 – June 2014

Lead iOS developer for Rollio, a startup focused on analyzing large sets of data and helping sales professionals plan smarter trips and secure more leads. Involves communication with a backend server, push notifications, MapKit, Salesforce integration, RESTful API, and geofencing. The app has since received funding and continues to grow.

Amazon • Software Developer Engineer Intern • Seattle, WA • Summer 2013

Finished several projects in ruby on rails and python which involved parsing and analyzing large data sets. Using a weight algorithm, this data was utilized to make product recommendations to customers. Gained experience using large build tool systems and code repositories.

RPI Mobile • Rensselaer Center for Open Source • Objective-C • Summer 2012 – Present

Designed and programmed an iOS application for an undergraduate research project utilized by the RPI students and faculty. Managing a team that is designing a web backend for data persistence and porting to Android.

Source code is available at <https://github.com/rpi-mobile/RPIMobile-iOS>

Sigma Alpha Epsilon Backend • Ruby on Rails • Summer 2013

Built a system for active and alumni members of the fraternity to manage their information. Other features included sports roster management, a voting system, and a mass text alert system. The frontend was designed to be responsive and the user authentication and authorization had extensive role management and customization. Also acts as a backend server for the complimentary iPhone app.

+ Distinctions

RPI Business Model Competition – Runner Up
4-Time Scholar Athlete
Dean's List
Liberty League Rookie of the Year
Dean Hamil Sportsmanship Award
New York State Track & Field Rookie of the Year
Lt. Frank Harrington Memorial Award
Ruby Bondone Memorial Science Scholarship

+ Leadership & Activities

Remote Year participant (www.remoteyear.com)
NCAA Track & Field Captain, RPI
Brother of Sigma Alpha Epsilon, NY Epsilon Chapter
Track & Field Captain, Mount Anthony High School
Managed Staples EasyTech Center
Volunteer, Troy Elementary and Chapel & Cultural Center at RPI

+ Technical Skills

	Familiar	Proficient	Expert	Master
Objective-C				
Swift				
MapKit				
CoreData				
Animation				
Networking				
AutoLayout				
CocoaPods				
UIKit				
Notifications				
InApp Purchase				
Instruments				