Timothy Mosby

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Software Engineer

Customer-focused **senior software engineer** specializing in mobile app development with **React Native, Swift, and Kotlin**. Proven success delivering high-impact apps, including Getty's Contributor app (1M+ downloads, 4.7+ ratings). Experienced in end-to-end feature ownership, technical leadership, and cross-platform deployment. Expanding skills into **AR/VR** with gesture-based interaction design.

WORK EXPERIENCE

Independent • Seattle • 02/2025 - Present Software Engineer

See how past enterprise work and patent connects to current XR prototypes: **timmytimmytimmytime.github.io**

- AirType Early spatial keyboard prototype using computer vision for hand tracking, extending gesture-input patent work into immersive interaction models.
- CountAR Unity prototype built with XR Hands on Meta Quest 3, recognizing and counting raised fingers with responsive real-time tracking.
- FaceTrackAR OpenCV demo focused on facial expression capture, driving a dynamic cartoon avatar in real time.

Getty Images • Seattle • 05/2013 - 01/2025 Sr. Software Engineer, Mobile

- Engineered major features of Contributor by Getty Images mobile app (React Native) achieved 1M+ downloads across iOS and Android, driving 4× user growth to 200K+ professional photographers while maintaining 4.7+ app store ratings
- Developed prototype iOS application that generated model release forms using Swift and SwiftUI, leveraging live previews to rapidly iterate from design comps to usability-ready app in 4 weeks - replacing manual paper processes with digital PDF generation for professional photographers
- Led project management for mobile development team, driving requirements gathering, stakeholder alignment, and project prioritization while maintaining development velocity across multiple applications
- Implemented data-driven mobile feature optimization that consistently hit content growth targets, delivering 200% increase over three years in mobile photography submissions
- Developed mobile e-commerce apps for Gettylmages.com and iStockPhoto.com (iOS Objective-C, Android Java), integrated with core backend REST APIs and supporting 14-language localization, while navigating Apple App Store payment policies

PATENTS

US8619036B2 - Virtual keyboard based activation and dismissal (2013)

Virtual keyboard that adapts to natural hand placement

- 146+ Citations
- Cited by Apple, Microsoft, Amazon, Google, Samsung

SKILLS

Mobile

- React Native
- SwiftUI
- Jetpack Compose
- Firebase
- Google Cloud

Languages

- JavaScript
- Swift
- Kotlin
- C++
- C#

Technologies

- REST APIs
- Xcode
- Android Studio
- Git
- CI/CD

Sr. Software Engineer, Frontend

- Executed mission-critical, multi-year platform migration from legacy .NET to Rails and modern JavaScript framework converting majority of site pages, achieving zero critical incidents and 100% uptime
- Optimized Continuous Deployment of Gettylmages.com .NET platform, achieving sub-2-hour deployments and 4x deployment capacity increase
- Re-architected the server-side route logic to eliminate URL-based injection vulnerabilities and improve site security, achieving zero major incidents across all search functionality
- Modernized Gettylmages.com's highest-traffic pages, rebuilding search and asset detail functionality with Rails and modern JavaScript framework to improve user experience and code maintainability
- Championed mobile-first development, achieving 100% responsive design across all team deliverables for Gettylmages.com using Rails and JavaScript frameworks

T-Mobile • Bellevue • 10/2012 - 05/2013 Software Developer

Migrated financial data processing jobs to improve reliability and eliminate security vulnerabilities

LG Consulting • Redmond • 11/2011 - 05/2012 Software Developer

Developed datacenter monitoring dashboard, displaying uptime, performance, and incident KPIs

Microsoft - Surface (PixelSense) • Redmond • 10/2005 - 08/2010 Software Development Engineer/T

- Invented widely-cited patent "Virtual keyboard based activation and dismissal" for gesture-based interfaces
- Developed mock-data injection testing framework, evolving from IR input recording/playback to procedural multi-touch gesture generation with precise finger positioning and orientation control, enabling automated testcase execution and continuous stress testing
- Led development of real-time multi-touch input frameworks and navigation systems using Microsoft Surface SDK in C#, delivering layout-agnostic UI solutions

AR/VR

- ARKit
- ARCore
- OpenXR
- XR Hands
- XR Interaction Toolkit

AWARDS

Getty Images Hackathon 1st Place • 2017

Photos.com Augmented Reality Experience Developed wall art application using ArgonJS months before ARKit and ARCore launched

EDUCATION

Certificate: Advanced C++ Programming

University of Washington 06/2006

Year-long program covering data structures, algorithms, and memory management including early RAII patterns

Certificate: Advanced Development ANSI C

University of Washington 06/2005

Comprehensive program covering programming fundamentals, coding practices, and development principles