

# Timothy Mosby

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github.com/timmytimmytimmytime

## Software Engineer

Customer-focused senior software engineer specializing in mobile development with **React Native, Swift, and Kotlin**. Proven success delivering high-impact apps, including Getty's Contributor app (1M+ downloads, 4.7+ rating). Experienced in shepherding products through the entire software development life cycle, feature ownership, technical leadership, and cross-platform development.

## WORK EXPERIENCE

### Independent • Seattle • 02/2025 – Present

#### Senior Software Engineer

See Portfolio → [timmytimmytimmytime.github.io](https://github.com/timmytimmytimmytime)

- Designed a cross-platform Flutter app, including software architecture that supports adaptive theming, persistent navigation, and responsive layout
- Architected spatial keyboard prototype, using OpenCV and webcam to track hands, extending prior patent work into immersive XR input models
- Developed a finger-counting MVP for Quest 3 using XR Interaction Toolkit and XR Hands; dynamically detects raised fingers and updates an on-screen counter in real time
- Created a lightweight facial landmark tracker using OpenCV for real-time expression detection, demonstrating smooth and stable motion mapping of the human face

### Getty Images - Mobile • Seattle • 01/2018 – 01/2025

#### Senior Software Engineer

Developing 9 mobile apps, backend, REST APIs, and internal systems

- Architected major Contributor app feature areas (enrollment, stats, releases), delivering cross-platform (iOS/Android) functionality using React Native, integrating REST APIs, and achieving 1M+ downloads with 4.7+ rating
- Rewrote Getty Images and iStock Android apps in Kotlin and Jetpack Compose using MVVM pattern in Android Studio. Replacing legacy Java codebases, and addressing long-term performance, stability and maintainability concerns
- Built a digital model release prototype, handling iOS development with SwiftUI to deliver an app ready for usability testing, moving from concept to beta in under four weeks
- Drove 200% growth in photo submissions over three years through mobile analytics and data-driven optimizations, and localization to 14 languages

## PATENTS

### US8619036B2 – Virtual keyboard based activation and dismissal (2013)

Virtual keyboard that adapts to natural hand placement

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

## SKILLS

### Mobile

- React Native
- SwiftUI
- Jetpack Compose
- Flutter
- iOS development
- Android development

### Languages

- JavaScript
- Swift
- Kotlin
- Dart
- C++

### Technologies

- REST APIs
- Xcode
- Android Studio
- Git

- Provided product support as acting Product Owner (PO), managing backlog prioritization, roadmap sessions, and stakeholder alignment to maintain velocity across apps

## **Getty Images - Frontend Web • Seattle • 05/2013 - 12/2017**

### **Senior Software Engineer**

Modernizing e-commerce sites, CI/CD, and mobile-first design

- Delivered a multi-year migration of GettyImages.com from .NET to Rails, performing code refactoring and delivering major page conversions with zero critical incidents and 100% uptime
- Optimized Continuous Deployment for GettyImages.com, scaling release frequency 4x while maintaining site reliability
- Re-architected server-side routing to eliminate injection vulnerabilities, harden security, and achieve zero incidents across search
- Modernized high-traffic pages (Account, Purchase) using modern JavaScript, improving user experience and long-term maintainability
- Championed mobile-first web development, delivering 100% responsive design across GettyImages.com pages

## **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 in Test**

Led beta program, automated platform tests, created gesture innovations

- Invented gesture-input patent "Virtual keyboard based activation and dismissal", a widely cited innovation in touch interfaces
- Created automated multi-touch testing framework evolving from IR playback to procedural gesture generation with precise finger positioning/orientation, enabling continuous stress testing and shared test tools across the team
- Served as Quality Lead for the touch-input stack and UI navigation layer, performing deep debugging in customer environments and driving integration of functional, performance, and security testing
- Directed tools development and the 40-site Surface Beta program, coordinating deployments, gathering field feedback, and managing vendor teams with real-time system monitoring

## **PROJECTS**

### **Links**

Portfolio - [timmytimmytimmytime.github.io](http://timmytimmytimmytime.github.io)

GitHub - [github.com/timmytimmytimmytime](https://github.com/timmytimmytimmytime)

- CI/CD
- Firebase
- Google Cloud

## **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  
06/2007

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