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
Senior Software Engineer
Demos: **timmytimmytimmytime.github.io**

- AirType – Architected early spatial keyboard prototype using computer vision hand tracking, extending prior patent work into immersive XR input models
- CountAR – Build Unity prototype for Meta Quest 3 using XR Hands and XR Interaction Toolkit; dynamically detects raised fingers and updates an on-screen counter in real time
- FaceTrackAR – Developed OpenCV demo for real-time facial expression capture, driving a dynamic digital avatar

Getty Images – Mobile • Seattle • 01/2018 – 01/2025
Senior Software Engineer

- Architected Contributor workflows (enrollment, stats, releases) and owned end-to-end delivery across iOS/Android (React Native + native bridges), achieving 1M+ downloads with consistent 4.7+ ratings
- Built SwiftUI prototype for digital model releases, using SwiftUI Previews to rapidly iterate UI and deliver a usability-ready app in less than one month, replacing paper workflows
- Drove product leadership as acting Scrum Master/PO, running backlog prioritization, roadmap sessions, and stakeholder alignment to maintain velocity across apps
- Implemented data-driven feature optimizations delivering 200% growth in photo submissions over three years
- Maintained and enhanced mobile/web apps, integrated with core backend REST APIs and supporting 14-language localization, while navigating Apple App Store payment policies

Getty Images – Frontend Web • Seattle • 05/2013 – 12/2017
Senior Software Engineer

- Contributed to multi-year migration of GettyImages.com from .NET to Rails, delivering major page conversions with zero critical incidents and 100% uptime

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

- Optimized Continuous Deployment for GettyImages.com, scaling release frequency 4× with 100% uptime
- 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
- 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
GitHub - github.com/timmytimmytimmytime

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