

Wesley Van der Klomp

(818) 397-9956

wes.vdk@icloud.com

github.com/wvdk

linkedin.com/in/wesvdk

Experience

Developer & Product Manager @ MusicMind

02/2017 - Present

A music and video messaging app with novel AI-powered features. Lots of Core Graphics and AV Foundation using Swift on the iOS side. Firebase and Node.js on the backend.

Lead Engineer & Founder @ v1 Prototyping

11/2016 - 05/2017

Hardware and software rapid prototyping. Projects involving CAD modeling, Arduino, and iOS. I managed the company, and acted as lead engineer.

App Developer @ H2 Wellness

04/2016 - 02/2017

Worked with team on a major rebuild of the H2Fit for iOS. Then worked with the product design team doing rapid prototyping / proof of concept work for DFH thrive. Technologies include Objective-C, Swift, SQLite, ReactiveCocoa, and Push Notifications.

App Developer @ Crates

07/2015 - 02/2016

A time delayed messaging app for iOS. Basic social networking feature set. Built with Swift - talking to Node.js backend.

Engineering Assistant @ Kinetic Die Casting

2014 - 2015

Built sales software and document control system. Assisted in standards compliance, process documentation, CAD, quality control, job quoting, and machine setup.

Marketing @ Solomon Saltsman & Jamieson

2011 - 2013

Managed ad campaigns, designed and built websites (JavaScript, HTML5/CSS3, PHP), copy writing and SEO.

Education

Glendale Community College, CA

2010 - 2011

Los Angeles Mission College, CA

2008 - 2011

Projects

The Paper Platformer

2010

2D side-scroller game for iOS. Built with Objective-C and the GameSalad engine. No longer on the App Store.

The Tech Troop

2009

A tech news site created and run with friends. Designed, wrote and edited for a niche audience of early adopters and Apple enthusiasts.