



Wesley Van der Klomp

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Experience

IOS DEVELOPER, H2 WELLNESS; LOS ANGELES, CA – APRIL 2016-SEPTEMBER 2016

Worked on team doing a major refactor of the H2Fit platform with technologies including Objective-C, SQLite, RAC, and Push Notifications. I also enjoyed doing some rapid prototyping / proof of concept work.

APP DEVELOPER, CRAT.ES; LOS ANGELES, CA – 2015-PRESENT

Sole developer of Crat.es for iOS, a time delayed messaging app. Talks to our RESTful server-side API. Consisting of your basic social network features such as secure login / sign up / forgot password, compose and send messages, friends list, user profile, etc. Built with the latest Cocoa Touch technologies including Storyboards, CoreData, Push Notifications and Swift.

ENGINEERING ASSISTANT, KINETIC DIE CASTING; LOS ANGELES, CA – 2014-2016

Developed sales and contact management software. Designed and implemented companywide document control system. Assisted in Aerospace Standard (AS9100) compliance. Wrote Standard Process documentation. Performed Quality Control inspections. Job quoting. CAD. Fixture setup and manual machining.

WEB MARKETING, SOLOMON SALTSMAN & JAMIESON – 2011-2013

Managed multiple Pay Per Click ad campaigns. Designed, developed, and maintained custom websites (Wordpress, PHP). Search Engine Optimization and copy writing for blogs and social media.

Education

GLENDALE COMMUNITY COLLEGE, CA – 2010-2011

LOS ANGELES MISSION COLLEGE, CA – 2008-2011

Projects

THE PAPER PLATFORMER – 2010

A small 2D game for iOS made in high school. No longer on the App Store.

THE TECH TROOP – 2009

A tech news site created and run with friends.

Skills

- Cocoa Touch platform and frameworks
- Swift and Objective-C
- JavaScript, HTML, CSS
- Functional Reactive Programing
- SQL
- Git
- Agile Methodology
- Basic machining, woodworking
- CAD
- Basic Arduino programming (C / C++)