

# Wesley Van der Klomp

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## Experience

### Lead Engineer @ Octi

09/2017 - Present

Lead role building, designing, and architecting four major releases. Stack includes proprietary machine learning models, Metal-based graphics rendering, ARKit, SceneKit, AVFoundation, UI animation, in-house backend services, Firebase, push notifications, etc.

### Lead Developer @ MusicMind

02/2017 - 09/2017

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

### Founder @ v1 Prototyping

11/2016 - 05/2017

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

### App Developer @ H2 Wellness

04/2016 - 02/2017

Worked on the mobile team on a major rebuild of H2Fit for iOS. Then worked with the product design team doing rapid prototyping / proof of concept work. 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. Friends, timeline, chat, etc.. Built with Swift and worked with a Node.js backend.

### Engineering Assistant @ Kinetic Die Casting

2014 - 2015

Built sales software and a document control system. Managed and performed scheduling, standards compliance, process documentation, CAD, quality control, job quoting, and machining.

### Marketing @ Solomon Saltsman & Jamieson

2011 - 2013

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

## Projects

### Gallery 2019

A tvOS app created as a place to put goofy animations and visuals - presented as collection of "art pieces" which were written in code and are rendered live on your device. Hopefully providing a more compelling state for your TV screen while not in use.

### Life Calendar 2017

A data visualization app to help you see and plan a lifetime - not just the next few weeks. Coming soon to the Mac App Store.

### 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 run with friends. I built the website and acted as head editor. We published articles covering iOS and other burgeoning technologies for a niche following of early adopters and Apple enthusiasts.

## Education

Glendale Community College, CA 2010 - 2011

Los Angeles Mission College, CA 2008 - 2011