

Wesley Van der Klomp

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Experience

Developer & Product Manager @ MusicMind 02/2017 - 09/2017

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 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

Life Calendar 2017

A data visualization app to help you see and plan a lifetime - not just the next few weeks. Coming to the Mac App Store late 2017.

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 build 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