

# Wesley Van der Klomp

Los Angeles (818) 397-9956 [wes.vdk@icloud.com](mailto:wes.vdk@icloud.com) [github.com/wvdk](https://github.com/wvdk)

## Experience

### Mobile Developer @ Octi

09/2017 - Present

Took a lead role building and rolling out version 2.0 including complete redesign and major rework of the platform's core technologies. Which included working with proprietary computer vision models and an in-house metal-based graphics rendering system. On the iOS side there was heavy use of ARKit, SceneKit, AVFoundation, interactive animated transitions, working with a custom backend and Firebase, various analytics solutions, push notifications, etc.. Basically it was a big app. Also contributed to backend architecture, UX and prototyping.

### 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 involving CAD modeling, Arduino, and iOS. 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 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

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### 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

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### Glendale Community College, CA

2010 - 2011

### Los Angeles Mission College, CA

2008 - 2011