Hello… world

Wesley Van der Klomp

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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.