

iOS developer/designer with Android and server-side experience, all around nice fella.

Experience

Teachable (Contract), New York, NY
Sole iOS Developer

October 2016 - Mar 2018
teachable.com

- Worked with Teachable from the beginning of their mobile development process to understand the specific needs of their iOS users.
- Matched the functionality of Teachable's web platform, allowing users to watch videos, view files, take quizzes, and complete courses in a mobile-friendly fashion, along with offline support for users to view Teachable's content on the go.
- Rated 4.9 stars on the App Store with 99.97% crash-free users, serving tens of thousands students daily.

Tia (Contract), New York, NY
Lead iOS Developer

October 2016 - March 2017
asktia.com

- Starting from actual napkin sketches, led development of Tia's iOS app, enabling women to seek out and receive reproductive health advice.
- Created iOS and backend architecture to allow the entire app's flow and content to be remotely controlled and modified by a CMS and recommendation engine, enabling the generation of algorithmic recommendations for birth control methods.

Timehop, New York, NY
Lead iOS Developer

December 2015 - October 2016
timehop.com

- Supported Timehop 3.3-3.5, serving tens of millions of users, 99.94% crash-free.
- Led a rewrite of the app, moving from Objective-C and Reactive Cocoa 2 Swift and RAC 4, while creating a modular architecture.
- Implemented a novel protocol oriented MVVM approach, allowing a better separation of UI and data without having to pass a ViewModel into views for configuration.

Bitly (Contract), New York, NY
Sole iOS Developer

August 2014 - July 2015
bit.ly

- Re-wrote Bitly's iOS app in Swift, adding a share extension that allows users to shorten and share links from any app that has URLs (such as Safari, Tumblr, Slack, etc).
- Built an SDK for Bitly to partner with Facebook's AppLinks platform to allow dynamic app linking and attribution across iOS apps.

New York Public Library Labs Division (Contract), New York, NY
Designer

February - June 2014
bit.ly/simple

- Led the first rounds of design for the NYPL's SimplyE digital reader app on iOS.
- Built foundational architecture to help NYPL open source and white label their product for libraries across the country to use.
- Created a hack week project to pull the latest photos of the library from Instagram and Flickr for use in the app.

Betaworks, New York, NY
Lead iOS Developer

May 2013 - January 2014
bit.ly/dnd-app

- Led a complete rewrite and redesign of Done Not Done over a six week sprint to aid in recapturing growth of the iOS app.
- Added several features to increase the feedback loop and engagement between users.
- After Done Not Done I worked between Betaworks studio companies, doing iOS, Python server work, and managing an unreleased project.

Bondsy, Brooklyn, NY
Mobile Developer

October 2012 - February 2013
bit.ly/the-verge-bondsy

- Developed version 1.0 of Bondsy, a marketplace for people you can trust.
- Created a simple and streamlined process for posting items, emphasizing a playful and conversational UX, and underscoring a reassuring environment.
- Built a feed experience backed by Core Data, RestKit, and other cool technologies from 2013.

Viggle Inc. New York, NY
Mobile Engineer

January - October 2012
viggle.com

- Worked on the development of the iPhone and iPad app.
- Created the Viggle Platform Development Kit, a Javascript framework for quickly developing first and third party HTML 5 apps within Viggle.
- Other work included Android development, day to day product work, and UX design.

Bascom Global Internet Services, Hauppauge, NY
Lead iOS Developer

February 2010 - December 2011
bascom.com/solutions/anywhere-filter

- Built and designed Bascom Anywhere Filter iOS application, a web browser that allowed schools and libraries to create server-side filters for illicit content.
- Redesigned Bascom's content creation tools for teachers and organizations, and assisted with website maintenance.

Technical Skills

Languages: Swift, Objective-C, Go, Java, a rusty amount of Python, forever learning Haskell...

Mobile Platforms: iOS, Android

Backend Platforms: Heroku, CloudKit, AWS

Frameworks: Vapor, Rails, Gorilla Mux, Martini

Social Platforms: Twitter, Facebook Open Graph, Instagram, Foursquare

Tools: Xcode, Sketch, Photoshop, vim > emacs, sorry

Education

SUNY Stony Brook, College of Engineering and Applied Sciences
Bachelor of Science in Computer Science, 2012