

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

## Education

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

## Experience

**Timehop**, New York, NY  
*Lead iOS Developer*

December 2015 - Present  
[timehop.com](http://timehop.com)

Supported Timehop 3.3-3.5, and rewrote the app serving *tens of millions of users, 99.94% of whom are crash free, rated 4.5 stars* in the App Store. The app was built originally in Objective-C with ReactiveCocoa 2, and I ported it to RAC 4 and Swift creating a modular architecture, and implementing a novel protocol oriented MVVM approach. (When engineers say novel it's usually bad, but I swear this was good!)

**Picks**, New York, NY  
*Founder*

March 2014 - December 2015  
[itspicks.com](http://itspicks.com)

Built Picks, a to-do list app for the things you love, movies, restaurants, books, games, podcasts, and more. By providing rich metadata like menus for restaurants, trailers for movies, book jackets for books, and assorted other information, we're able to gain insight into the things that you really want to do, have done, and loved. The more that you use Picks, the more it learns about your interests, and is able to recommend new things for you to try.

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

August 2014 - July 2015  
[bitly.com](http://bitly.com)

Re-wrote Bitly's iOS app (not available in the App Store yet). The app was entirely re-written in Swift, and abstracted into modules. The main app was supplemented with a share extension (for shortening and sharing a URL from any app that had URLs such as Safari, Tumblr, or Slack).

**Betaworks**, New York, NY  
*Lead iOS Developer*

May 2013 - January 2014  
[appshopper.com/productivity/done-not-done](http://appshopper.com/productivity/done-not-done)

Re-wrote Done Not Done, versions 1.5-1.6, an app for keeping track of the movies, books, and albums you've watched, read, and listened to. Done Not Done lets you see your friends' reviews, get recommendations from other users, and find new media to enjoy, while being notified in real time when your friends want to do, or have done something new.

After Done Not Done I worked between Betaworks studio companies, doing iOS, Python server work, and managing a currently unreleased project.

**Bondsy**, Brooklyn, NY  
*Mobile Developer*

October 2012 - February 2013  
[bit.ly/the-verge-bondsy](http://bit.ly/the-verge-bondsy)

Developed version 1.0 of Bondsy (a graduate of the Techstars startup accelerator), a marketplace for people you can trust. By leveraging your existing social connections, Bondsy is able to show users items of interest which they can confidently obtain. By creating a simple and streamlined process to post an item, Bondsy encouraged repurposing items which may have more value to others than to oneself. Much of the emphasis was on creating the best UX for a playful and conversational, yet reassuring environment.

**Viggle Inc.** New York, NY  
*Mobile Engineer*

January - October 2012  
[viggle.com](http://viggle.com)

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

**Bascom Global Internet Services**, Hauppauge, NY  
*Lead iOS Developer*

February 2010 - December 2011  
[bascom.com/solutions/anywhere-filter](http://bascom.com/solutions/anywhere-filter)

Created and designed Bascom Anywhere Filter iOS application with a content-filtering system designed for use in schools, libraries, and companies across the country. Redesigned Bascom's content creation tools for teachers and organizations, and assisted with website maintenance.

## Freelance Projects

I won't bore you with *every* freelance project and app I've built, so here's a few fun ones.

**New York Public Library Labs Division** (iPhone design, [bit.ly/nypl-api](http://bit.ly/nypl-api)) February - June 2014  
Designed a digital reader for the NYPL to open source and white label for other libraries across the country to use. Also built a JSON API for getting #NYPL images from Instagram and Flickr in Go.

**Unmentionables: a Taboo™ game** (iPhone, Android) [bit.ly/unmentionables-taboo](http://bit.ly/unmentionables-taboo)  
A mobile version of the classic card game Taboo. Players can win free packs by sharing to social media, and completing tasks, or buy thousands of more cards via in-app purchase. The cards were generated by scraping Wikipedia and using Amazon Mechanical Turk (which worked really well!)

**Batting Goggles: a Taboo™ game** (iPhone) [bit.ly/batting-goggles-hbt](http://bit.ly/batting-goggles-hbt)  
An app that produced heat maps and live statistics for every player in Major League Baseball using PitchFX data. Users were able to create lineups to keep track of their favorite players.

**Metrooptimizer - Your Metrocard Helper** (iOS, Android, & WP7) [bit.ly/metrooptimizer](http://bit.ly/metrooptimizer)  
This app allows the user to enter the amount of money left on their New York City MetroCard, and then be told the amount they should add when refilling their card to get an evenly divisible fare.

## Technical Skills

**Languages:** Swift, Objective-C, Go, Java, Ruby, Python-ish, forever learning Haskell...

**Mobile Platforms:** iOS, Android, Windows Phone 7

**Server Platforms:** Heroku, Parse, AWS

**Frameworks:** Perfect, Rails, Gorilla Mux, Martini, Play

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

**Tools:** Xcode, Adobe Photoshop, Illustrator, vim > emacs, sorry