

# Resume

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## All About Me

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I enjoy programming in Swift and Objective-C on all of the Apple platforms and I'd like to keep doing so until I get bored. However, I've been doing it since 2000 and I'm still having fun!

## Experience

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11/2015 - Present

***Apple, Inc.***

- Working on internal tooling for Graphics and Imaging
- Worked in Special Projects Group

06/2013 - 09/2015

***Better, Inc.***

- Startup in Palo Alto, CA that helps people personalize their health care and wellness needs.
- Lead iOS engineer. Wrote the majority of the client app to present data to user and synchronize with backend server.
- Using modern iOS development technologies: GCD, CoreData, Networking, Blocks, View Transitions, JSON.
- Wrote custom views, data transmogrifiers, controllers, and animations.
- Created resilient networking code to handle temporary outages and server issues.

07/2011 - 06/2013

***Klip, Inc.***

- Developing using iOS frameworks with custom views, animations, controls, and network communication with backend via JSON objects. Rewrote legacy product using modern iOS style (e.g., GCD, Blocks, Appearance proxy) in two months.
- Developed web-based version of our client application using JavaScript, HTML5 (persistent storage), CSS, AJAX, jQuery, and JavaScriptMVC. Uses same backend to provide data as mobile client.

02/2006 - 04/2011

***Google, Inc.***

- Worked on iOS Ads SDK, Google Gadgets, Breakpad, Gears for Safari, Google Earth for Macintosh.

04/2000 - 02/2006

***Apple, Inc.***

- Member of Aperture, SoundTrack, Compressor, iPhoto, and iMovie teams.

07/1997 - 02/1999

***Eloquent, Inc.***

- Architect and implementer of software tools used by in-house production staff.

12/1994 - 11/1996

***Minerva Systems, Inc.***

- Co-designed and implemented MinervaStudio, a plug-in based application for encoding and decoding MPEG streams.

08/1993 - 12/1994

***Adobe Systems, Inc.***

- Member of engineering team on Adobe Dimensions, a 3D illustration package written in C/C++ on both MacOS and Windows platforms.

## Technical Skills

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- Objective C and Cocoa since OSX 10.0, UIKit since iOS 2.0
- Swift since Swift 2.0
- Drawing and image processing with CoreGraphics, CoreImage, CoreAnimation, OpenGL (ES), and Metal
- Multicore support using GCD and NSOperations (who uses threads these days?)
- Web application development with HTML, CSS, and JavaScript on the client. Python, PHP, node.js for the backend.
- Persistent data storage with CoreData and SQLite on the client. MySQL/NoSQL on the backend.

## Activities and Interests

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- Bicycling, motorcycling, gardening, fitness, video games (PS4), traveling, woodworking, Rollerblading
- Programming graphics, screen savers, and utilities for fun
- Electronic music, synthesizers (shout out to Ensoniq!), virtual racks (Reason)

## Education

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09/1989 - 06/1991            The Ohio State University

- M.S., Computer Science, Major areas: graphics, software engineering

09/1984 - 06/1988            The Ohio State University

- B.S. Engineering., Computer and Information Science, Biomedical emphasis