

## SKILLS

UI Design: Fluent in the interface guidelines and conventions for iPhone, iPad, Mac, and web apps. Skilled at designing interfaces that are immersive, efficient, and get out of the way to allow users to do what they want.

API Design: Extensive experience designing APIs for Cocoa frameworks and libraries, RESTful services, and JavaScript libraries which are well thought out, conform to the standards of their platforms, and are intuitive and self-documenting.

Software Implementation: Leverages design skills to rapidly produce elegant, efficient, well-documented code.

Data Model Design: Creates reliable and efficient data models for relational databases and model object classes.

Verification & Maintenance: Draws on years spent in QA engineering tracking down problems and proposing fixes to produce quality code. Uncanny ability to quickly turn the vaguest of bug reports into a solution.

Graphic Design: Experience creating artwork for user interface elements and custom controls.

## LANGUAGES

Objective-C (8+ years), Javascript (13+ years), HTML (13+ years), XML (8+ years), CSS (10+ years), PERL (13+ years), CGI (~6 years, 1997-2003), JSON (2+ years), Python (2+ years), PHP (2+ years), AppleScript (10+ years), MySQL (~6 years, 1997-2003), SQLite C API (3+ years), SQLite SQL API (3+ years)

## APIS &amp; STANDARDS

Cocoa & Cocoa Touch (UIKit, UIKit, Foundation, CoreData, CoreGraphics, CoreAnimation, CoreLocation, CalendarStore, StoreKit, and numerous other Mac OS and iOS frameworks)

Facebook REST, Graph, & FQL APIs; TripIt & TripIt Pro APIs; Amazon S3 API; Google Reader API; Flickr REST API; DynDNS Update API; Mercurial Extension API; Proliphix Thermostat API; Metaweblog Post API

OAuth (as implemented by Facebook, Google, Flickr, TripIt, and Amazon Web Services); Public-Key Cryptography (PGP, OpenSSL, CommonCrypto); zeroconf (Multicast DNS)

## TOOLS

Code: Xcode, xcodebuild, Interface Builder, Instruments, BBEdit; Graphics: Adobe Photoshop, Adobe InDesign; Version Control: Mercurial, Subversion, Perforce Administration; Bug Tracking: FogBugz, Bugzilla, Sifter, trac; Services Administration: Apache, Postfix, Mailman, Clam AntiVirus, Mac OS X Server; Platforms: Mac OS X, iOS

## WORK HISTORY

## PRESIDENT

*Blanche Alley Software, LLC; Syracuse, NY*

*2002–present*

Developed iOS apps for partners and clients, including: Emoti HD, Emoti, and Emoti Lite, an app to post custom emoticons to Facebook; Travel Assistant Pro, a travel itinerary with TripIt and TripIt Pro sync; Parking Space, Rooms, Room, Rental Car Info, Codes Vault, and Locker Number; simple and immersive card-based info storage; Travel Help!, emergency contact and

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embassy info for travel abroad; Back in Skinny Jeans, health-oriented nudges and affirmations; Look and Look Lite, e-cards and full-screen messages; MatchWhack, a matching game using images from Flickr, contacts, or the address book; and LiveSportz MLB, line scores and field positions for in-progress Major League Baseball games.

Developed a static library to extend the built-in frameworks and provide common functionality for iOS apps. Features include: automatic view controller stack and content state preservation and restoration; SQLite-based object preservation (a light and efficient version of CoreData); HTTP request encapsulation and response parsing; a table view controller offering streamlined support for multiple standard and custom cell types, variable tap actions, drag and drop reordering, and variable height cells; OAuth authentication processing and user interface; accessory views and custom keyboards and input modes for input fields of varying types (for example address book database access and autofill for phone number, email, and street address fields); responder chain tracking to allow streamlined movement between a related series of input fields; data signature verification; multi-threaded operation queueing; JSON import and export; grid item view with drag-and-drop reordering; paged scroll view; and Facebook data access and posting.

Developed various tools used internally: Duboce, a daemon which provides proxy mDNS service publication for locally connected devices that don't natively support zeroconf; Fillmore, a modular automated build system which currently includes plugins to: retrieve source from mercurial repositories, build using xcodebuild, compress using zip or mercurial export, and publish via ftp or the metaweblog post API; Eureka, a custom client for the DynDNS service that uses mDNS announcements to track an AirPort Extreme or Time Capsule's wan IP address instead of polling for changes; Sunset, a thermostat controller and data tracker using the Proliphix API with web, iOS app, and Mac menu bar status app control interfaces.

Developed and released Mac shareware applications (some currently being revamped for the Mac App Store): Timepiece, a menubar clock and calendar; Stethoscope, a low profile CPU monitor; Sextant, a system-wide multiple-website search initiation utility; Sunnyside, an employee shift scheduling system for small businesses based on the CalendarStore framework; and BBEOEXP4, a suite of AppleScripts and command line tools to provide Perforce integration to BBEdit (before it was natively supported).

## QUALITY ASSURANCE MANAGER (CONTRACTOR)

*Pulse; San Francisco, CA*

2003

Advised on quality assurance procedure and how to balance rapid development and high quality standards. Worked with an extreme programming (XP) based software development team to design test procedures that would support and improve their process.

Performed disaster recovery on the Perforce version control system and overhauled the configuration and procedures to streamline usage, prevent future failures, and reduce recovery time in the event of a failure.

Implemented a cross-platform, browser-independent, JavaScript-based Java Virtual Machine detector and installer.

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Replaced an outsourced QA lab with virtual machine-based testing configurations.

## MANAGER, ENGINEERING SERVICES

*Beatnik, Inc. (formerly Headspace, Inc.); San Mateo, CA*

1997–2002

Managed a team that oversaw the tools and systems which supported the company's development efforts, including: creation of a custom web-based bug and customer tracking system; setup and maintenance of the Perforce version control system; creation of scripts to integrate version control into development tools MPW and BBEdit; creation of tools to automatically build Mac and Windows projects and publish websites pulled from version control.

Designed and developed installers for Beatnik and Mixman products; migrated the two companies' installers to a common platform; built a browser-independent plugin detector and installer.

Developed and documented maintenance and upgrade procedures for all projects.

Accomplishments in previously-held positions:

As *Engineering Release Manager*, handled client deliveries via a custom-built delivery packaging, tracking, and reporting system.

As *QA Manager*, developed test plans and automated test suites for the Beatnik Player (a browser plug-in), and Music Object JavaScript API; helped hire and develop a replacement team as the company expanded and I transitioned out of this role.

As *Technical Support Representative*, developed a contact tracking system that provided automatic replies for frequently asked questions; used knowledge gained through support requests to propose and implement changes to the website and shopping cart to streamline the experience and reduce support calls.

## LEAD GRAPHIC DESIGNER

*Department of Music, Drama, and Dance; University of California, Davis*

1996–1997

Designed posters, flyers, and programs for the Music, Drama, and Dance department. Worked with students, faculty, and professional artists to effectively represent their work. Managed one designer.

## EDUCATION

### UNIVERSITY OF CALIFORNIA, DAVIS

*Davis, CA — Bachelor's Degree (Incomplete)*

Double-majored in Computer Science and Music Composition. Joined startup Headspace, Inc. before degrees were completed.

## REFERENCES

Available by request.