

CAREER SUMMARY

For 20 years I've developed over 10 apps and countless websites. I utilize my design degree to help make the best UX choices for the end user. I have managed teams, worked for Fortune 100 companies, helped grow start-ups, and ran my own consultancy.

WORK EXPERIENCE

Slalom

Solution Architect
03/2019 - Current
Senior Engineer
12/2017 - 02/2019

Profiled and contributed app performance metrics and improvement implementations for a popular photo filter and social networking app with millions of daily active users

Created an internal 15+ member A/V Club to generate unique video content for company-wide events (filming, producing, directing, editing), using Final Cut Pro, Motion, and After Effects

Lead internal mobile community, wrote a blog post, helped innovate iOS _onTap app – what beers are available in the office, contributed to Slalom as a whole with culture and internal initiatives

Managed a team of up to 6 developers to build universal iOS Bowflex Max Intelligence™ iOS platform to connect over BLE to the Max Trainer workout machine, which launched on November 19, 2018

Researched and presented about (Part 1 & 2) training a model for machine learning for CoreML

Wyzant

iOS Developer
03/2016 - 11/2017

Modernized both Wyzant iOS apps to the latest APIs, Swift 3, and additional code coverage

Increased apps' crash stability to 99.9%

Architected new app foundation via protocol oriented programming in Swift

Added accessibility (a11y) support via dynamic type

Interviewed and onboarded new iOS hires

Psychomomo LLC

Founder, Creative Director
04/2012 – Current

Founded a full-service design and development company. Psychomomo specializes in helping clients solve problems with software

Self-motivated to code, design, find clients, company administration, and manage projects and timelines

Worked with existing client project managers, designers, and developers

iOS apps developed: Lock, Rocketmiles, KiddieNotes, Re-Cycle, ParkWhiz, and Laser Meme

SportsLock

VP of Mobile Development
03/2014 – 02/2016

Lead a team of 4 developers to create version 2.0 in less than 3 months to launch before football season 2015

Developed a synchronous live-draft web socket engine to draft in real-time

Helped raise a \$5mm Series A round of funding based on SportsLock 1.0, and initial \$2mm seed from the Lock app

Submitted over 20 app updates in less than a year, approximately every 2 weeks

Influenced the user experience, through every company interaction with the user (app, email, website, etc)

AKQA

Senior Creative Developer
05/2012 - 09/2013

Remotely augmented the DC team to launch the completely redesigned Fly Delta iPhone app version 2.0

Developed areas of functionality including the cart summary, trip upgrades, special services, receipt history, and first class upgrades

Fly Delta was featured by Apple during the iPhone 5 keynote (46:05 mark).

Added dynamic PDF generation export to the USPS iPad app on a tight timeline

Tribune Media

iOS Developer (contract)

10/2011 - 01/2012

Updated iPad apps from UIWebViews to native views saving up to 6 seconds of UI rendering time

Fixed memory leaks with Instruments (pre-ARC), updated to use best code practices and design patterns, and enhanced the user experience

Improved App Store ratings for LA Times and Chicago Tribune iPad apps from 3 to 4 stars

AbelsonTaylor

Senior Interactive Developer

11/2007 – 10/2011

Architected and engineered two enterprise-level frameworks: one in Objective-C for iPads, and a Flash-based ActionScript 3 version for desktops

iPad framework was distributed to over 2,000 pharmaceutical sales representatives

Deeply involved in strategizing solutions to business problems with creative technological solutions, taking into account UX, design, and timelines

Worked with external IT teams to distribute iPad apps in enterprise environments

Created (visual design, development, and UX) a cross-platform desktop application eVE builder for drag-and-drop sqlite database creation

Helped AbelsonTaylor become recognized by Adobe and become an Adobe Gold Partner from work on the eVE Flex Framework

Lead developers, managed interactive projects, and mentored junior devs to elevate the level of work with developmental and technological recommendations

Continually sought after by creative directors and managers to be a rock solid resource for technology, development, and design related questions

Wrote and gave presentations tailored to any audience

LANGUAGES

Proficient

Swift / Objective-C

Familiar

Ruby

HTML / CSS / JavaScript

PHP

CONVENTIONS

Framework Coding Experience

iTunes App Store Submission

iOS Enterprise Distribution

Mobile App Design and UX

Object and Protocol-Oriented Programming

User Experience Design

Wireframing + Prototyping

Web Standards + Accessibility

ACCOLADES

Speaker at Mobile Web Dev Conference 2014

Featured in the App Store for Delta Air Lines

Former Mobile Instructor at Designation

Adobe Gold Partner for eVE Flex Framework

EDUCATION

B.F.A. Graphic Design, 2005 Indiana University

References available upon request