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EXPERIENCE

LEAD IOS DEVELOPER // LI.ST (KIYO) // LOS ANGELES

2015 - 2018

responsible for entire app; replacing an outsourced development team. li.st was an Instagram-like social network revolving around lists (surprise!) of text/photos/gifs. eventually, pivoted and rebranded as Kiyo which was primarily about story telling via photos/video/gifs/text. as it was a 5 person startup, often wore product dev & design hats and loved doing so. *[Obj-C and a bit of ruby when helping w/backend]*

LEAD IOS DEVELOPER // GROUPME // NYC

2011 - 2015

led team that ranged from 2-5 other iOS devs. mostly dev/some management. grew app to support millions of daily messaging users. sold to Skype/Microsoft. still one of the top 50 free apps in the app store. *[Obj-C]*

EVERYTHING // WITHOUT // NYC

2015

personal side project. a “couples” app that allowed you to pass quick affectionate notes to your partner. used BLE to determine the last time you with with your significant other. covered by Fast Company. read more: withoutapp.com *[Obj-C]*

EVERYTHING // PKPKT // NYC

2013

personal side project/social experiment. a quirky game that allowed you to steal virtual money from strangers in the wild via low-energy bluetooth. players could also chat over bluetooth when connected. no server components at all. purely off the grid. covered by The Verge, GigaOm, Gizmodo. read more: pkpkt.com *[Obj-C]*

LEAD IOS DEVELOPER & CO-FOUNDER // HOT POTATO // NYC

2009 - 2010

sole client-side developer of chatty social app focused on live events. sold to Facebook. *[Obj-C]*

TECHNICAL ARCHITECT, MOBILE // MLB (MAJOR LEAGUE BASEBALL) // NYC

2005 - 2009

co-creator of MLB At Bat. designed, pitched initial product to management and then led development of top 10 grossing app featuring real-time video highlights, live audio and video streaming among many other features. presented app at 2008 WWDC keynote and won an ADA (Apple Design Award) in 2009. also, led development on SMS and web based mobile products including a highly scalable queue-based backend integrating with carriers/aggregators via SMPP. *[Obj-C, Java, JMS, JSP, Oracle]*

**SOFTWARE ENGINEER // SCREAMING MEDIA (CBS MARKETWATCH) // NYC
2001 - 2005**

developed queue-based processing engine with dynamic routing to allow processing of web or other content (~1GB daily) from ingestion/normalization (RSS was not really a standard yet) to categorization/filtering to archiving. [*JMS, EJB, JMX*]

**TECHNICAL CO-FOUNDER // METARUN // NYC
2000 - 2001**

developed a spider-based comparison shopping engine/wallet that would scrape inventory from popular online stores and facilitate the actual purchase via software agents as well. our technology would handle account creation on supported sites, initiate purchases, proxy email correspondence, and cancel orders. created a scripting language for agent behavior. [*Java, EJB, JMS, JSP, JDBC, etc*]

**SOFTWARE ENGINEER // DOUBLECLICK, INC // NYC
1999 - 2000**

built auction website for selling sponsored search results on AltaVista. also worked on a queue-based reporting engine as well as a testing harness to automate regression testing for the processes that parsed the logs of their adservers. fyi, they served a ton of ads. [*ASP, IIS, Oracle, Java, JSP, Visual C++, MFC*]

**TECHNICAL MARKETING ENGINEER // INTEL CORP // PHOENIX
1997, 1998 (2 INTERNSHIPS)**

mostly assembly programming on demo boards of low energy chips used in early blackberry devices, interfacing with touchscreens, dsps, etc.

EDUCATION

UNIVERSITY OF MICHIGAN, ANN ARBOR // BSE, COMPUTER ENGINEERING, 1998

REFERENCES UPON REQUEST