

## EXPERIENCE

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### **ManyHands, Founder and Principal Developer, 2018 - present**

Created and worked on all aspects of **Potluck** - an app that allows users to coordinate potlucks and group dinners

- Created project specifications, epics and user stories
- Designed wireframes and user flows in **Sketch**
- Wrote technical and architecture documentation
- Implemented **Firebase** for authentication, database, server functions, analytics, and dynamic links
- Developed the app in **Swift 4**, focusing on dependency injection, protocol-oriented programming, testability, and clean architecture patterns
- Used **Trello** for project management, including organizing user stories and sprint planning

### **Mobiquity, Inc., iOS Developer, 2016 - 2018**

Lead feature developer on the iOS platform team for an enterprise retail app in **Objective-C**. Included customer reward tracking, mobile ordering, messaging, loyalty program integration, and in-app payments:

- Implemented new features and improvements, provided support, and deployed to the App Store
- Provided pixel perfect UI utilizing xibs and storyboards, IB and programmatically
- Refactored data and network managers for testing, built out and implement unit and UI testing framework, continuous integration with **Jenkins**, **Fastlane** integration
- Utilized core **iOS SDKs** including CoreData, CoreGraphics, CoreLocation, StoreKit, UserNotifications, WebKit, touchID, geofencing, deep linking
- Worked with various **Cocoapods** and third-party frameworks, including AFNetworking, UrbanAirship, Google Analytics, Tune, encryption, libraries for testing, Facebook, Crittercism, SDWebImage
- Mentored and trained junior and client developers on the project team; participated in code reviews, and maintained a clean git-flow process.
- Standardized and documented deployment processes, unit testing, and onboarding for new developers
- Worked with client developers, project management, UX, QA, server, web, and Android teams to architect, develop new features, and resolve issues.
- Followed Agile Scrum development process using **JIRA** for planning and grooming.

Core contributor on an employee reward app in **Swift 3**

- Integrated **Google Sign-In** and authentication, **AWS** server integration and **Cognito** authentication
- Worked with an AWS server team to design, document and build an API for the app
- Participated in sprint planning, project management, code review and project architecture

### **Freelance Web Development, Web Developer, 2001 - 2015**

Worked with small businesses, nonprofits, and clubs to expand their reach. Including but not limited to:

- domain registration, installation and maintenance of WordPress, Joomla and static HTML sites, with extension and theme installation and customization
- email integration and/or setup, MailChimp and Constant Contact setup and maintenance
- social media integration, automation and campaigns, forum installation and customization
- eCommerce installation and customization, website copy and blog posts
- event and volunteer management system setup and administration

## SIDE PROJECTS & COMMUNITY INVOLVEMENT

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**HowMuchTrip**: A budget-centric travel planning app written in Swift 2

**Founder**, Orlando Girl Geeks, 2013-2015

## EDUCATION

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**The Iron Yard**, Orlando, FL, *Intensive iOS Development Course with Swift and Objective-C*

**Rollins College**, Winter Park, FL, *Computer Science*

**University of Central Florida**, Orlando, FL, *English and Sociology*