

## Summary

Creatively driven software engineer and leader specializing in application and framework development in Cocoa and Cocoa Touch. 13 years professional development experience, 6 years with Objective-C. Broad range of experience, from XIBs to XORs. Co-author of Cocoa Programming for Mac OS X, 4th edition.

## Professional Experience

### Big Nerd Ranch

#### VP of Engineering, Instructor, Author

October 2013 to Present

- Oversees Big Nerd Ranch Engineering, comprising 75+ software developers across five disciplines. Accountable for app development deliveries and responsible for making it a great place for the nerds to work.
- Developing processes to communicate expectations and culture to leaders and developers. Mentor to two rising leaders in the company.
- Revamped compensation, hiring, and review processes.
- Cocoa instructor. Rewriting Cocoa book and course materials for Swift and OS X Yosemite.

#### Lead Software Engineer, Instructor, Author

April 2010 to September 2013

- Lead developer on iOS and Cocoa consulting projects for Big Nerd Ranch clients. Prepared estimates and managed projects using Pivotal Tracker and agile practices, serving as the client's primary contact. Worked with clients to design and then implement the application, usually with a small team. Supported and mentored other nerds in their consulting and training. Projects include:
  - Confidential project: Lead iOS developer on a team of six building a large B2C universal iOS app. Responsible for setting and maintaining software quality levels, managing team tasks and code reviews, as well as working with the client to plan sprints and guide related development efforts. Built numerous custom UI features including controls and view controller containers. Developed unit tests for our own classes as well as the client's web services.
  - Sorenson Communications: Led a small team to design, implement and ship ntouch for Mac, a video relay client for deaf users. Designed Objective-C wrapper for client's large, event-driven C++ library; this set of classes has since been adopted by the client's in-house iOS team. Designed and implemented major UI elements of the application. Used AVFoundation, UIKit and Audio Units to capture and present video and audio.

- Scribble Press: Designed and implemented an iPad book creation app for children. App was built on Core Data and AFNetworking, with OpenGL for drawing. Managed graphic designer for development of specialized assets for runtime compositing using Quartz.
- Nexidia: Application developer of an audio search application for Final Cut Pro editors. Developed custom controls using Quartz and Core Animation.
- Instructor for week-long Big Nerd Ranch Cocoa Bootcamp and Beginning iOS classes. Revamped the Cocoa course materials for ARC, blocks, Xcode 4 and web services.

## Giraffe Lab

Owner

July 2008 to Present

- Developer of Cocoa-based specialized CAD tool. Not yet released.
- Developer of SwiftText, a Cocoa application, in the Mac App Store.
- Developer of Shufflepuck, a game in the iOS App Store since August 2008. Written in Objective-C and C with OpenGL ES graphics.

## Jungle Disk, Inc./Rackspace

Senior Software Engineer

April 2008 to April 2010

- Lead developer responsible for user-facing aspects of Jungle Disk cross platform app, emphasis on the Mac. App was C++, multithreaded, wxWidgets and Cocoa for UI.
- Separated app into client and server, later enabling remote management.
- Designed and implemented C# server facilitating communication between 35,000+ application instances. Deployed servers on Amazon EC2.
- Wrote first Jungle Disk iPhone app with thumbnail server in Python to dramatically improve user's image browsing experience.

## Stradis, Inc.

Software Engineer

May 2001 to April 2008

- Maintained and extended C/C++ SDK for hardware video decoder. Wrote API documentation and provided technical support to developers.
- Led project to undertake extensive enhancements involving unique "trick" playback of MPEG2 for a large customer, resulting in \$1M-plus in revenues for the company.
- Architect of next generation decoding API written in C#. Made improvements over existing API in areas of portability and ease of debugging, as well as instituting unit testing.

## Education

### Georgia Institute of Technology

B.S. in Computer Science

May 2001

- Specialization in Graphics & Visualization and Artificial Intelligence.
- General Manager of WREK Atlanta 91.1FM, Georgia Tech Student Radio, 2000–2001.

## Technical Skill Set

- 6 years professional Cocoa and iOS development in Objective-C.
- 12 years of professional C/C++ development on UNIX and Windows platforms; 3 years C#.
- Fan of pull request workflows with GitHub, agile process using Pivotal Tracker.
- Strong grasp of multithreaded programming concepts.
- Amazon EC2 and S3. Scripting (and more) with Python, Ruby, and Bash.

## Activities and Achievements

- Various hobby software projects including developing pyprogame, a pinball game development framework. Others at [github.com/preble](https://github.com/preble).
- Dale Carnegie course graduate.
- Awarded Eagle Scout Rank, Boy Scouts of America, 1996.