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SUMMARY

Software Developer

Web, iOS, MacOS

Elixir, Phoenix & LiveView, Golang, Ruby & Rails, React, Swift, Objective-C, C, C++

Docker, Kubernetes, GKE, AWS

EDUCATION

M.SC. - COMPUTING - UNIVERSITY OF UTAH

2013

- Graphics and Visualization
- [Improvements to rational surface analysis in toroidal magnetic confinement fields](#)

B.SC. - CHEMICAL ENGINEERING - UNIVERSITY OF UTAH

2008

- [High Temperature Fixed Bed Mercury Sequestration on a Non-Carbonaceous Substrate](#)

WORK HISTORY

SENIOR BACKEND ENGINEER, INTERFOLIO, REMOTE

9/2022-
Present

- Data pipeline for collecting and curating academic publications
- Elixir, Golang
- PostgreSQL, MongoDB
- AWS SQS & S3, Docker

SENIOR ENGINEER, MAVENLINK, SALT LAKE CITY, UTAH

9/2017-
9/2022

- Customizable data pipeline for professional services industry
- Elixir, Phoenix, LiveView
- RabbitMQ, PostgreSQL
- Ruby, Rails, React
- Kubernetes, Docker

SENIOR IOS DEVELOPER, MUNKEE APPS LLC, SANDY, UTAH

10/2015-
9/2017

- Feature enhancements and bug fixes for existing products
- Objective-C, Swift

- SENIOR IOS DEVELOPER, SELFIE INC., REMOTE 5/2014-9/2015
- Core iOS app development. Bug fixes, feature enhancements, etc.
 - Objective-C
- IOS CONSULTANT, USANA, WEST VALLEY, UTAH 2/2014-6/2014
- Improved enterprise reporting modules in internal iOS application, created a custom tree based reporting view
 - Short term contract
- IOS CONSULTANT, NTT DATA, REMOTE 9/2013-8/2015
- App development and maintenance
 - Feature enhancements, bug fixes, repository / App Store management
- IOS DEVELOPER, STEM INNOVATION, SALT LAKE CITY, UTAH 5/2012-9/2013
- IZON iOS App Architecture
 - Objective-C main app, C and C++ core modules
 - Asynchronous RESTful web-service interaction
 - Local/remote viewing
 - Live multiple-source data streams
- GRAPHICS ENGINEER, K'NOWBE WORKS, LLC, WEST VALLEY, UTAH 4/2012-12/2012
- Main product development, C++, Windows API, MFC, COM, OpenGL, OSG & GLSL
 - I improved their core graphics engine and developed fully interactive 3 dimensional engineering design tools. I built a rapid geodata contouring package. I also built intelligent pipe laying design tools on top of proprietary equipment modeling software.
 - Agile development team using TFS as our revision control and a custom in house testing harness for unit tests and TDD.
- GRAPHICS ENGINEER, FLEXSIM SIMULATION PRODUCTS, OREM, UTAH 11/2011-3/2012
- Main product development, C++ and custom engine scripting (FlexScript)
 - I was on the main product development team, tasked with maintaining and upgrading the code using C++ as my primary language and using the Windows MFC API. I made improvements to FlexSim's GUI, as well as to the core application functionality. I created a suite of performance and unit tests for the code base.

WEB DEVELOPER, SOFTWARE DEVELOPMENT CENTER, UNIVERSITY OF UTAH 6/2010-9/2010

- Custom web portal development
- Using JQuery, HTML, and CSS, I developed a dynamic user interface where clients could manage their accounts and design layouts for their advertising.

IOS DEVELOPER, OP CODE LLC, SALT LAKE CITY, UTAH 5/2008-8/2008

- [CarSplosion](#)
- I developed the visual gimmicks, including firebombs and explosions for this mini-game using Objective-C, Cocoa-touch, Cocos2D and chipmunk-physics.

INDEPENDENT & FREELANCE IOS / MAC OS X / WEB DEVELOPER, REMOTE 5/2008-2015

- Designed, developed and deployed numerous iPhone and Mac OS apps for clients and independently. Submitted dozens of new apps and updates to the App Store.
- [OnCue](#) - A motion activated surveillance system for the iSight camera with remote viewing capability via the companion iOS app.
 - Full product development from concept to deployment on App Store.

RESEARCH ASSISTANT, UNIVERSITY OF STUTTGART 8/2007-1/2008
INSTITUT FÜR VERFAHRENSTECHNIK UND DAMPFKESSELWESEN (INSTITUTE FOR PROCESS ENGINEERING AND POWER PLANT TECHNOLOGY)

- Student Research Exchange
- I worked with graduate students to progress their research with sulfur emissions. I did various lab work and worked with typical industrial lab equipment. At one point I was given a malfunctioning BET scanner, which I repaired within a week and used to analyze soot samples for the research team.

UNDERGRADUATE RESEARCH ASSISTANT, UNIVERSITY OF UTAH 10/2006-12/2008

- High temperature fixed bed mercury sequestration research on a non-carbonaceous substrate.
- I researched mercury sequestration on a novel non-carbonaceous mineral sorbent. My results showed promise for the material, and I was invited to present at the undergraduate student competition in San Francisco at the AIChE convention in 2007.

PROFESSIONAL PROJECTS

INTERFOLIO 9/2022-Current

- Elixir product for generating recommendations to scholars about their scholarly work
- Golang product for sourcing said scholarly works from both internal and external sources

MAVENLINK	9/2017-9/2022
<ul style="list-style-type: none"> • Main Application- Professional services web application with Ruby on Rails • Project planning, budgeting, invoicing, etc • Integrations Platform with Elixir, Phoenix, Ecto, LiveView, RabbitMQ • Syncing data between Mavenlink and external APIs (Jira, Quickbooks, etc) • Kubernetes infrastructure 	
INSTASIZE	10/2015-7/2017
<ul style="list-style-type: none"> • A photo editing and resizing app • Filters, Collages, Overlays, Backgrounds, etc • In app purchases for filter packs 	
LOON	10/2015-12/2015
<ul style="list-style-type: none"> • A video feed based social network • NodeJS backend 	
BRELLA	12/2015-3/2016
<ul style="list-style-type: none"> • A social link sharing app • Built entirely in Swift, using Parse backend 	
SELFIE FOR IPHONE APP	5/2014-9/2015
<ul style="list-style-type: none"> • An innovative social networking app for face to face conversations 	
ONCUE MAC OS X APP AND IOS COMPANION APP	10/2011-Current
<ul style="list-style-type: none"> • Motion detection and remote video streaming • GLSL, GPUImage 	
OURPLAN IPAD APP	9/2013-4/2015
<ul style="list-style-type: none"> • Construction scheduling application • Multiple Core Data stores, remote synchronization • Custom Calendar UI / UX design / implementation 	

LACROSSE STATS

11/2013-
2/2014

- Sports statistics application
- Core Data, Remote data retrieval, Premium features via In App Purchase
- Custom UI / UX design / implementation