

Jonathan Gerber
<contact info redacted>

Objective:

To obtain a full-time position as an iOS developer. The ideal position would be creative and challenging, grant exposure to a variety of technologies, and encourage collaboration as well as autonomy.

Key Skills:

- Proficient with Swift, Objective-C, PHP
- UIKit, Core Data, RESTful APIs
- OCUnit and XCTest frameworks
- App Store submission ins-and-outs
- XCode software
- Experience with C# on the Unity game engine with Oculus Rift support
- Experience with HTML, CSS, SQL, JavaScript, jQuery, Ajax, XML, JSON
- Git, gitflow
- Content Management Systems, primarily WordPress
- Agile, scrum, kanban processes

Related Experience:

Software Development Engineer (iOS) | Rhapsody International, Inc.

1420 5th Ave # 1500, Seattle, WA 98101

November 2012 – Present

Description: While at Rhapsody, I have greatly expanded my technical capabilities, learned many techniques to write cleaner and more efficient code, and learned first-hand the benefits of working in an agile development environment. The apps I worked on are released to audience of millions, making it vital to adequately plan and test my work. My work on our universal (iPad and iPhone) app included in-app purchase, video player, network requests to various servers, Core Data ingestion and fetch requests, unit tests, UI implementation including autolayout, several third party APIs, persistent user settings, and much more.

Web and Mobile Developer | xiik, LLC

107 S. Pennsylvania St. #610, Indianapolis, IN 46204

June 2011 – October 2012

Description: At xiik, a local marketing firm, I was responsible for developing highly interactive, CMS-driven websites and mobile applications for a wide variety of clients. Typically, I was involved in project development from the initial strategy phase to project delivery, and was often in direct contact with the client. Much of my time at xiik was as the sole developer, which has helped grow my ability to troubleshoot and solve difficult problems in a timely manner. Xiik was vital in polishing my skills, learning new technologies, and understanding the industry.

Sole Proprietor | Malingo Studios

134 Glenoak Ln, Friday Harbor, WA 98250

September 2010 – Present

Description: Malingo Studios is my creative outlet and software development company. It has allowed me to further my knowledge in programming and design while expanding my portfolio. The apps are built with Swift, Objective C and occasionally PHP to generate XML/JSON from the server, and the websites are built with PHP and MySQL, often using WordPress as the backend. Currently, my focus has been on developing demos using Unity game engine with Oculus Rift support. The experience I have gained from operating my own freelance company has been invaluable in expanding my capabilities as a developer.

Marketing and Development Intern | Just1word, Inc.

140 N. First Street, Zionsville, IN 46077

October 2009 – May 2011

Description: I was originally hired as an intern to start campus organizations to represent this non-profit organization across the country. Over the course of a year I was able to start between 40 and 50 organizations, involving several hundred students, without spending any money on travel expenses. My responsibilities expanded to developing online widgets for Just1word's primary website, developing several independent websites for the college organizations, writing content, developing and implementing ads, testing website revisions, and brainstorming new product ideas. The last several months of my time at Just1word solely involved developing and updating portions of just1word.com and its iPhone apps using Ruby on Rails, Objective C, and occasionally PHP.

Other Employment Experience:

I began working when I was 13 years old and continued to work between school semesters until I graduated from college. For the sake of brevity, I have omitted this employment history from this resume because it does not directly relate to the position. If you would like this information, please do not hesitate to ask.

Education:

Harding University – 2004-2008

Bachelors of Arts: History

Magna Cum Laude

Member of Phi Alpha Theta and Alpha Chi honor societies

Outstanding Paper Award - Phi Alpha Theta Regional Conference

Indiana Wesleyan University – 2009- 2011

Bachelors of Science: Business Information Systems

Focus on Web Development

Magna Cum Laude

References:

References available on request.

Software Projects

- **ClutchVR** – <http://malingostudios.com/clutchvr>
My most recent project is a driving course that is compatible with the Oculus Rift virtual reality headset. I built it using the Unity game engine (C#), and included support for various controllers including Xbox and even a steering wheel/pedals peripheral.
- **Rhapsody** – <https://itunes.apple.com/us/app/rhapsody/id584557117?mt=8>
The Rhapsody application is a universal app (both iPad and iPhone) that allows its subscribers to play a catalog of millions of songs. I have worked on the Core Data ingestion, social sharing, user settings, developer settings, unit tests, UI work, and was responsible for implementing the in-app purchase feature.
- **MTV Music (German App Store)** – <https://itunes.apple.com/de/app/mtv-music-powered-by-rhapsody/id621081084?l=en&mt=8>
MTV Music is a rebranded version of our Rhapsody application. I was in charge of implementing our phase 2 of the project, which included adding a music videos section to the app. My work included Core Data ingestion, multiple authenticated network requests and API calls, and using MediaPlayer framework to stream and play videos.
- **The Dissonant** – <https://itunes.apple.com/us/app/dissonant-daily-music-recommendations/id753306888?mt=8>
The Dissonant is a companion app to my website, thedissonant.com. It pulls down articles that have been posted about various songs, albums, artists, etc. and displays them in a slick format. Users can listen to the suggested music using whichever services are available for that track, including SoundCloud, Spotify, YouTube, and iTunes. It also fetches artist data from the Echonest service, and pulls Twitter information about the displayed content. Any post can be added to the user's favorites or shared via Facebook or Twitter.
- **Twids** – <http://www.malingostudios.com/twids/>
Twids is a puzzle game that utilizes the new iOS 7 SpriteKit framework and iOS 7 look-and-feel. It consists of 81 stages and utilizes the Social framework, and In-App Purchase. I have recently sold this app to another developer, so it may not be available on the app store.
- **Wizard Heroes / Galaxy Heroes** - <https://itunes.apple.com/us/app/wizard-heroes/id802506884?mt=8> & <https://itunes.apple.com/us/app/galaxy-heroes/id809167885?mt=8>
These games are basic RPGs that utilize player-vs-player or player-vs-AI combat. The user can create a character, level it up, add attributes, and learn new abilities. There are quests, boss duels, and player duels as well. In the latest re-skin of the app, called Beat Down's Battleground (a superhero-themed game currently in development), the user can also upload a character for a fee and allow anyone to play as it. These apps utilize many frameworks including Game Center, Social, AVFoundation, and StoreKit (In-app purchase).
- **Warding Wars** – <https://itunes.apple.com/us/app/warding-wars/id599455287>

This app was my introduction to the mobile gaming world. It is a Harry Potter-esque concept where the user can use their phone as a wand and duel each other. It captures the phone's movement and matches programmed patterns, and also uses voice recognition to cast the 'spells'. The game uses Core Motion, StoreKit (In-app purchase), Game Center, and AVFoundation frameworks.

- **Crown Audio Sales App** – Enterprise app, not available in the store
This app dynamically pulls data including news, promotions, PDFs, presentations, and other content from a highly customized CMS back-end system. The user can also search and filter a catalog of amplifiers to present to their client. The Core Data database includes many relationships to handle the various product lines, products and their attributes.
- **Conversal** – <http://www.conversalapp.com>,
<http://itunes.apple.com/us/app/conversal-translate-speech/id535006763?mt=8>
Using Conversal, the user can speak into his or her device, and the app will translate and speak the text in the destination language, essentially allowing the user to have a conversation with someone that speaks a different language. The user may also type to translate, or take pictures of text and translate it. This app utilizes third-party APIs, URL requests, file downloads, image processing, and a C library.
- **Nutricia Sales App** – Enterprise app, not available in the store
This app utilizes a WordPress CMS to update and deliver content. The app prompts the user for an update if one is available, and downloads the content to be available offline. It uses XML to deliver the data and stores it in the device's Core Data. There is also a library of PDFs that the sales representative can browse through, add to their session cart, and email to the potential client.
- **Heraeus Sales App** – Enterprise app, not available in the store
This app utilizes a custom CMS to update and deliver content. The app prompts the user for an update if one is available, and downloads the content to be available offline. The CMS delivers the content as a SQLite database, which the app parses and updates as needed. There are also custom calculators, and an order form in which the sales rep can add various products to their cart, and send the order to the order fulfillment address. The app compiles the various projects into multiple CSVs, and zips them up before sending.
- **xiik Sales App** – Enterprise app, not available in the store
This app works very similarly to the Nutricia app above. The server generates XML data for xiik team members and portfolio items, which the app saves to Core Data. It also allows the user to email assets to potential clients, and take notes about clients to be referenced later.
- **Bible Pong** - <http://itunes.apple.com/us/app/bible-pong/id426392616?mt=8> (may not still be supported)
This app for Just1word, Inc. allows users to send/receive Bible verses with an attached comment. The app itself is programmed in Objective C, but it uses Ruby on Rails to generate the server side data that is transferred as XML. This XML data is then parsed by the app and stored in the device's Core Data. It makes extensive use of URL requests, and saves the date both locally and on the server.
- **WeightShaker** - <http://itunes.apple.com/us/app/weightshaker/id428068663?mt=8>

WeightShaker is a game that simulates the Shake Weight. It allows the user to shake their device as if it were the Shake Weight, causing the app to animate accordingly. There are multiple modes that the user can choose, and it also utilizes Game Center.

- **iPwn Deluxe / iPwn Classic** – No longer available on the App Store, as I am unable to update it since I no longer have a subscription for the game
The iPwn apps are reference apps that allow users to access information about the various bosses in World of Warcraft. The data is stored in a SQLite database. This app was one of the most downloaded apps for this game, and was highly rated.
- **iChurch** – No longer available on the App Store
The iChurch app contains a massive database of churches and sermons that users can browse and interact with in a number of ways. The server side data (XML) is generated using PHP and parsed by the app into the device's Core Data.