

# Kevin Munc

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## Summary

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- A professional iOS developer with senior-level development experience.
- Programming professionally since 1997. Developing for the iPhone since 2009.
- Experience runs the gamut from mainframe & client-server to full-stack web & mobile.
- Focus is on providing polished iOS applications for Method Up clients.

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## Primary Technical Skills

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- **Primary Languages:** Swift, Objective-C
- **Secondary Languages:** Ruby, Java (SE & EE), JavaScript, HTML & CSS
- **iOS Tools:** Cocoa Touch, XCTest, KIF, GHUnit, OCUnit, Kiwi, UIAutomation, Xcode, Instruments, AFNetworking, MKNetworkKit, RestKit, Core Data, CocoaPods, TestFlight, HockeyApp

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## Professional Highlights

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### Method Up LLC – Founder

*07/2011 – present*

- Developed features as part of a distributed team for a home automation and security application, using Swift, Auto Layout, REST with HAL (Hypertext Application Language), and OAuth 2. (04/2015 – present)
- Took over development of a business media app, initially incorporating YouTube video feed support and fixing defects. Using both Objective-C and Swift, along with ReactiveCocoa and Core Data, to maintain the app's 5-star rating. (02/2015 – present)
- Enhanced an existing restaurant app, updating sign up screens and tuning location services support. (02/2015 – 03/2015)
- Worked as part of a distributed team to create the AlwaysOn Wellness iPhone app for Onlife Health. Used Swift and iOS 8 to build against a RESTful JSON API. Features included authentication, dashboard, health assessment, messaging with coaches, and more. Tested using XCTest, KIF and Jenkins. (08/2014 – 01/2015)
- Added features and enhancements to DealerMatch's iPhone app. Established unit & acceptance tests and Continuous Integration with XCTest, KIF and Travis, respectively. (02/2014 – 08/2014)
- Created an iOS app that enables content creation, photo-taking, media uploads, and activity streams for business marketing. It leverages RESTful JSON APIs for the above, and supports integration with multiple social networks, both for authentication and sharing. (07/2013 – 12/2013)

- Lead the development of the iPad client for the gardening app, *Sprout it*, using iOS 6, Auto Layout, AFNetworking, Core Data and other tools. *Sprout it* uses Facebook and platform authentication, JSON APIs, data caching in Core Data, image caching, synchronization of garden data with the web site, a multitude of scroll views, some NSFetchedResultControllers, custom Markdown parsing into attributed strings, and more. (02/2013 - 07/2013)
- Developed many features for McGraw-Hill's *ConnectED Mobile* iPad app, which allows students and teachers to access layered PDF and HTML5 eBooks (using third party frameworks), integrated with the rest of the ConnectED system via RESTful web services (using MKNetworkKit). (05/2012 - 05/2013)
- Built the *OffersBy.Me* iPhone app, using custom authentication, RESTful services (using AFNetworking), Facebook integration, Twitter sharing, custom UI elements, geolocation and mapping services. (05/2012 - 07/2013)
- Worked as part of a distributed team to complete an iPad app which allows hair salon stylists to perform interactive consultations based on multiple product lines, save client information & preferences, parse and display various forms of product and service data, and sync customer information directly between devices (using GameKit). (11/2011 - 12/2011)
- Built a new version of an Android app for Google's Marketplace featuring a tabbed interface with list and detail views combined with mapping and tablet support. (07/2011)
- Added functionality and fixes to a JSON-driven Objective-C content delivery- and location-based framework that is used by multiple universal iOS applications in the App Store for things ranging from historical maps to product sales to entertainment and educational venues. (12/2011 - 01/2013)
- Performed emergency triage & tuning to alleviate crashes in a troubled iPad application. (01/2012)
- Added enhancements and fixed performance and rendering issues for a retail Android phone app. (05/2012 - 06/2012)
- Performed ongoing code reviews for a 5-star rated health industry iPhone app. (06/2013 - 12/2013)

## **Compuware Corporation – Senior Mobile Developer**

11/2011 - 05/2012

- Coded for a universal iPhone and iPad app for produce inspection that leverages web services with JSON, Core Data, camera integration and bar code scanning.
- Constructed native iPhone apps for the Sheet Metal Occupational Health Institute Trust (SMOHIT) using UIKit to create paged scroll views, tab bars and rotation animations.
- Integrated Address Book features into an employee referral iPhone application.
- Helped construct apps for internal use and client prototypes using PhoneGap, Sencha Touch and 3rd party cloud storage SDKs.
- Constructed a Mobile Web app proof of concept that uses HTML5 localStorage to enable offline access to a data store with more than 2500 rows.

## **Mowbol LLC – Senior Mobile Developer**

*08/2011 – 11/2011*

- Designed and implemented an iPad app for a professional organization which allows members to browse, download and view publication PDFs and videos. It authenticates via an XML web service, communicates with a RESTful JSON data source (using RestKit), performs image caching, data caching and persistence via Core Data.
- Built a cross-platform entertainment app which uses simple animations, sprites, sound effects, a custom font, and accelerometer data to let users ask yes-or-no questions, shake it, and have answers revealed to them from an on-board data store. I constructed it in about three weeks using Lua and the Corona SDK, which allowed for deployment to iPhone and iPad as well as Android phones and tablets.
- Worked with a .NET developer to create a bar code-reading iOS app using MonoTouch for live event ticket scanning.
- Explored cross-platform game development with Unity 3D for in-house projects as well as proposals for ports of existing Unity apps.

## **Pillar – Senior Software Developer**

*11/2010 – 06/2011*

### **Pillar Technology Group LLC. – (05/2011 – 06/2011)**

- Created a Mobile Web version of Pillar's web site using jQuery Mobile as part of a small, distributed team.
- Profiled and optimized loading performance for slower data connections.
- Utilized HTML5, CSS Media Queries and JavaScript to adapt the site to different-sized devices.
- Tested across iOS and Android mobile devices, including both phones and tablets.

### **Progressive Medical, Inc. – (02/2011 – 04/2011)**

- As a Front End-focused developer for Progressive Medical's *PinPointPRO* set of Groovy- & Grails-based web applications, lead the development of standards-compliant, accessible markup and CSS to realize the visual design.
- Developed & optimized JavaScript for user interface behaviors and performance. Tested JavaScript using Jasmine.
- Coded a bookmarklet widget so that it functions smoothly across browsers, platforms and on top of host pages of varying types.
- Crafted custom charts using CSS and JavaScript that use data stored in HTML tables.
- Researched graphing libraries for other, more complex charts, selecting the SVG-based Highcharts library. Implemented and customized it to provide the desired functionality and interaction capabilities across a wide range of environments, ranging from IE7 on Windows to Mobile Safari on iPad.

### **Mercedes Benz Financial Services – (11/2010 – 02/2011)**

- Upgraded the app to be universal to run customized for the iPad in addition to the iPhone and iPod touch.
- Added Payment Estimator functionality by leveraging SOAP services (via WSDL2OBJC) and remote image access & caching.
- Implemented localization (L10n) support for the addition of a Canadian version of the application.
- Tested with GHUnit on top of SenTest/OCUnit. Ran the tests as part of a Continuous Integration process, using Hudson (Jenkins).

### **VacationView Inc. – Principal Software Engineer**

*11/2009 – 11/2010*

- Helped craft a timeshare trading system for vacationtrade.com, complete with geocoded resorts, interactive maps, and a web interface fueled with Ajax.
- Tools used include Ruby, Rails, jQuery, Heroku, Haml, Cucumber, RSpec, Vim, PostgreSQL & MySQL, Git & GitHub, Amazon S3, Pivotal Tracker, and Campfire.
- Pair Programmed to evolve the system to support rentals for ResortGems.com.
- Migrated from Google Maps v2 to v3, with Bing Virtual Earth API for 'birds eye views'. Upgraded from jQuery 1.3 to 1.4.
- Established the use of Hudson for Continuous Integration, running our RSpec and Cucumber tests.
- Proudly contributed to this small company that won the 2010 international TWiST (This Week in Startups) competition for best new startup.

### **Nationwide**

*09/1997 – 11/2009*

#### **Corporate Internet Solutions – Consultant, IT Application Development – (06/2008 – 11/2009)**

- Served as Tech Lead for the *Nationwide Mobile* iPhone app, which was featured in the App Store.
- Designed and implemented back-end services to deliver data in JSON format to the iPhone app, and to accept multi-part MIME posts from the app.
- Led the enhancement, clean up, bug fixes and addition of new features for the iPhone app.
- Leveraged Instruments and LLVM Clang to find and resolve performance issues.
- iPhone app technologies included local SQLite storage using FMDB, a combination Navigation/Tab Bar controller structure, some Core Animation, and integration with camera, contacts, JSON services & server-side authentication.
- Guided web front end development for Nationwide's main site, assisted with campaign and sub-sites, redesigns, prototypes and user testing. Technologies involved include CSS, JavaScript, XHTML, enterprise CMS, as well as MapQuest and other JavaScript APIs.

- Promoted important subjects, such as progressive enhancement, accessibility, web standards, and search engine optimization (SEO). Helped define user interface (UI) standards, including coverage of cross-browser testing and other web development practices.
- Lead a successful multi-year redesign and J2EE migration of a web application for investment professionals. This brought the site's Dalbar ranking up from 22 to 8.
- Designed a J2EE-based framework as part of architecture team. Areas of focus included a Struts-based presentation layer, menu framework, and JAAS-based authentication & authorization and custom business rule DSL.
- Performed production support for all external Nationwide Financial sites, contributing to >99% uptime for several years running.
- Mentored others on topics including Java programming, Test-Driven Development (TDD), Continuous Integration (CI), agile methodology (Extreme Programming (XP)), designing and coding for accessibility (A11y), standards compliance, and unit and acceptance testing.

## **Freelance Web Programmer – Various Clients**

*1998 – 2011*

- Implemented designs with clean, valid and accessible XHTML, CSS & JavaScript.
- Updated sites built with PHP (Drupal and Zend).
- Designed and coded solutions in Adobe (Macromedia) Flash and ActionScript.

## **Earlier and Non-iOS Tools**

*1997 – 2011*

- Ruby on Rails, RSpec, Cucumber, Heroku, Phusion Passenger
- jQuery, Jasmine, Ajax
- Vim, Eclipse, Git, Subversion
- JUnit, J2EE, Struts, JSP, JSTL, AspectJ, Swing, Tomcat, WebSphere, Netscape Application Server
- SQL, Oracle, PostgreSQL
- Jenkins, Agile, UML
- XML, XSLT, XSL:FO
- Adobe Flash, ActionScript
- Mac OS, Windows, Solaris
- Visual Basic, Microsoft Access
- COBOL, JCL

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## Education

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Bachelor of Arts, The Ohio State University, 1995

Major: Philosophy – Minor: History

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## Community Involvement

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- Speaker at CodeMash (*January 2013 and January 2014*)
- Speaker at CocoaConf Columbus (*August 2012*)
- Speaker at M3 Conference (*October 2012*)
- Frequent speaker at user groups, especially the Columbus Ruby Brigade (*primarily 2008-2010*)
- Regular attendee at multiple user groups, including NSCoder, CocoaHeads, and COJUG
- Book reviewer for Manning Press (including *Objective-C Fundamentals* and *JavaFX in Action*)
- Reviewer for Pragmatic Programmers (including the books *Test iOS Apps with UIAutomation*, *Build iOS Games with Sprite Kit*, *The VimL Primer* and *Developing for Apple Watch, 2nd Ed*, as well as the *Sublime Text 2* videos)