Jeremiah Gage

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Experienced iOS Developer with a proven track record of delivering high-quality mobile applications for diverse clients and industries.

Education

B.S. In Mathematics, Minor in Psychology (2001 - 2005)

- New Mexico Institute of Mining and Technology, Socorro, NM
- 3.85/4.00 GPA

Skills

iOS / tvOS / watchOS App Development

- **System:** Xcode, Swift, Objective-C, SwiftUI, UIKit, Swift Concurrency, Combine, Core Data, Core Location, Core Bluetooth, Core Image, AVFoundation, URLSession, GCD, and more
- **Architectures:** MVC, MVVM, Redux
- **UI:** Storyboards, Xibs, programmatic constraints / Anchorage, size classes
- **3rd Parties:** GraphQL / Apollo, New Relic, Firebase, AFNetworking / Alamofire, MagicalRecord, PromiseKit / Promises, Twitter SDK, Facebook SDK, Google SDK, Bugsnag and more
- **CI/CD**: GitHub Actions, Fastlane, Circle CI
- **Tools:** Git/GitHub, JIRA, TestFlight, Cocoapods, Proxyman, Swift Package Manager, and more
- **Testing:** unit testing / XCTest, UI testing, app profiling

Web & Other Development

- Python, Ruby, JavaScript, PHP, ASP, C++
- Firebase, AWS, Visual Studio Code

Experience

Staff Engineer / Mobile Solutions Architect (2019 - Present)

Warner Bros. Discovery / Turner Broadcasting
- Architected and developed the March Madness Live iOS, tvOS, and watchOS apps
- Worked with cross functional teams to write specifications and provide technical direction
- Wrote tickets, reviewed code, and mentored other developers
- Maintained the CI/CD pipeline
- Provided support during the NCAA tournament to troubleshoot critical issues

Freelance iOS Developer (2016 - 2019)

BounceChat, Fetch Delivery, POSSIBLE Mobile, OB Cues

- Worked with clients to ensure product goals were met
- Architected, developed, and deployed platform services and mobile apps
- Lead teams of software engineers, designers, and QA
- Managed development processes, maintained product roadmaps, and wrote requirements

Senior iOS Developer (2014 - 2016)
POSSIBLE Mobile (Agency)

- Developed a popular music app for a client using Objective-C and Swift
- Collaborated with developers, designers, project managers, and QA using an agile process
- Performed code reviews, designed app architecture, troubleshooted bugs
- Wrote blog articles and gave presentations related to iOS technology and mobile strategy

Senior Software Engineer (2006 - 2014)
Apex Education

- Developed multiple iPad apps and backends to collect survey data
- Designed, implemented, and maintained web apps to collect and analyze survey data

Major Projects

March Madness Live (2019 - Present)
The official app for streaming the March Madness tournament

- Researched, designed, and established patterns and architectures for the iOS and tvOS apps
- Implemented modules for core functionality, business logic, and features

iHeartRadio (2014 - 2016)
A popular music streaming app

- Worked with a team of engineers, designers, and QA to fix bugs and develop new features
- Reviewed and tested code from other engineers

Fetch Delivery (2017 - 2019)
An on-demand local delivery service

- Worked with the client to write requirements and set priorities
- Developed and maintained the user and driver iOS apps, Node.js backend, and ReactJS frontend
- Lead a team of engineers, designers, and QA to meet product goals

DigiCue Blue (2017)
An app to record and display the data from the DigiCue pool & billiards training aid

- Worked with the client and other contractors to design the mobile apps
- Architected, developed, and deployed the iOS app

BounceChat / Branded Apps (2016 - 2018)
A social media platform used for white labeling

- Maintained the iOS app and developed a white labeling engine to create apps
- Worked with the client, designers, and other engineers to evolve the product

ApexData (2010 - 2014)
A platform for administering school health surveys

- Developed the iOS app and PHP backend
- Worked with other employees to test and deploy the app