

# Jeremiah Gage

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I am a software engineering consultant and app developer with a strong background in iOS and web development. I have shipped many products from the ground up, worked on apps with over 1 million daily users, lead development teams, and presented at conferences. My professional software engineering career started in 2005, and I am well versed in many programming languages, environments, and architectures.

## Education

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

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

## Summary of Qualifications

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### iOS App Development

- **System:** Xcode, Swift, Objective-C, UIKit, Core Data, Core Location, Core Bluetooth, Core Image, ReplayKit, AVFoundation, URLSession, GCD, XCTest, Background Tasks, and many others
- **Auto Layout:** Storyboards, Xibs, programmatic constraints, and size classes
- **Tools:** Git/GitHub, JIRA, Confluence, Slack, Charles, Postman, Fastlane, TestFlight, Cocoapods
- **3rd Parties:** Firebase, AFNetworking/Alamofire, MagicalRecord, PromiseKit/Promises, Twitter SDK, Facebook SDK, Google SDK, Crashlytics, Bugsnag and many others
- **Testing:** unit testing, UI testing, app profiling
- **Integrations:** crash reporting, analytics, push notifications, REST APIs

### Web & Other Development

- JavaScript (NodeJS, ReactJS, ExtJS, JQuery)
- PHP (CakePHP), SQL (MySQL), HTML, CSS, PERL, ASP
- C++ (stdlib, OpenGL, DJGPP), x86 assembly (NASM), Basic (MS Visual Basic, QBASIC), BASH
- Matlab, Maple, Adobe Flash with Actionscript, Shopify, Visual Studio Code, BugSnag
- Mac OS, Linux, Microsoft Office, Google Docs, Adobe Creative Cloud, Google App Engine
- AWS (Elastic Beanstalk, EC2, RDS, X-Ray, CloudWatch, CloudSearch)
- Firebase (Realtime Database, Cloud Firestore, Authentication, Crashlytics, Cloud Messaging)
- BI (Google Analytics, Quicksight, BigQuery, Branch.io)

### Other

- I am able to communicate effectively with team members and clients.
- I am very organized with excellent technical writing abilities and research skills.
- I can adapt to new software, methodologies, and techniques very quickly.
- I can write high quality code with a high standards for maintainability, security, and performance.
- I am familiar with Scrum and Agile product development methodologies.
- I can manage my time very well and will not block others very often.

## Professional Experience

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### Freelance (2016 - 2019)

Denver, CO

- 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, Denver, CO

- iOS development using Objective-C and Swift on a music app with over 1 million daily users
- 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, Albuquerque, NM

- Developed multiple iPad applications with web-based backends to collect data for School-Based health centers and other clients.
- Designed, implemented, and maintained numerous database driven websites to collect and analyze data using PHP, HTML, CSS, and JavaScript

### Web Developer (2001 - 2005)

Apex Education, Albuquerque, NM

- Designed, implemented, and maintained numerous static websites
- Created multiple Flash animations and interfaces
- Generated reports and graphs from combined data across multiple datasets

## Major Projects

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### Fetch Delivery (2017 - 2019)

An on-demand local delivery service, similar to Grubhub

- Worked with the client to write requirements and set priorities
- Architected, developed, and deployed the iOS app, 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

## **iHeartRadio (2014 - 2016)**

A popular music app

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

## **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

## **Personal Projects**

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### **Bullseye Billiards (2017 - 2019)**

Bullseye Billiards is a billiard training app to display the 200 shots from my book and keep score of the game I created. The app also allows the user to search for shots and save favorites.

### **USAPL Scoring (2013 - 2014)**

The USAPL Scoring app keeps track of scoring 8-ball and 9-ball for the USA Pool League.

### **Crazy Camera (2012 - 2014)**

Crazy Camera started as an experiment with CoreImage filters and turned into a photography app where the user can create filters to warp and distort photos.

### **Killbots (2010 - 2012)**

Killbots is a robot simulation video game and was the first app I ever published.

## **Presentations and Publications**

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### **Conference Presentations**

- 360|iDev - Refactoring a Massive View Controller in Swift (2016)
- 360|iDev - UISearchController with a UICollectionView (2015)

### **Blog Articles**

- Universal Links for Mobile Apps: Connecting Users to Your Content (2016)
- Sizing a UICollectionViewCell to Fit a Multiline UILabel (2016)
- How to Get Your App Indexed in Google (2015)
- UISearchController vs UISearchDisplayController (2015)
- iOS Springboard Restart – An Exercise in Debugging (2015)