

Bryan Luby

bryan@bryanluby.com | <http://www.luby.info/> | <http://github.com/bryanluby> | <http://stackoverflow.com/users/1306872>

Objective

iOS Development

Employment Highlights

January 2016-Present

Senior iOS Engineer

Vokal, Chicago IL

- Lead developer on numerous client apps (Weber iGrill, Restaurant dot com, AMA Mobile, Divot, Camp USA, Brandish, Contigo)
- Major contributor to Vokal Swift coding standards: <https://engineering.vokal.io/iOS/CodingStandards/Swift.md.html>, Xcode Template: <https://github.com/vokal/Xcode-Template>
- Organize weekly Mobile Show & Tell meetings for iOS and Android teams. Organize technical video training meetings for iOS team.

March 2015-January 2016

iOS Engineer Level 2

Vokal, Chicago IL

- Implemented a complete visual refresh of a fitness tracking app with hardware bluetooth component.
- Implemented a major refactoring of the model and network layer of a ReactiveCocoa-based app to handle a completely new back-end system.
- Mentored an iOS apprentice in the Vokal Apprenticeship program: <https://engineering.vokal.io/Apprenticeship/README.md.html> who was quickly promoted to iOS Engineer.

December 2013-March 2015

iOS Engineer Level 1

Vokal, Chicago IL

- Implemented numerous features for the Grainger iPad app including: order management shopping cart enhancements, order management notifications, location-based product list management.
- Implemented numerous features for an iPhone and iPad application for handling mobile payments. The application allows payment by credit card, ACH, check, and cash.
- Implemented an iOS 7 compatibility upgrade for an education social networking application for iPhone and iPad.
- Completed numerous bug fixes and implemented the iOS 7 upgrade for a hybrid native iOS/web application for finding restaurant deals and information.

January 2012-Present

iOS Developer

Independent, Palatine IL

- Developed and designed Genre Player for iPhone and iPad. Released May 2013. An iOS app for playing and discovering music. Uses UITableViewController, UISplitViewController, UICollectionView, iAd, In-App Purchase, AFNetworking, UIStoryboard.
- Developed and designed TuneTangler for iPhone and iPod touch. Released September 2012. A music player for shuffling by album. Uses Apple's Media Player framework components including: MPMusicPlayerController, MPMediaQuery, MPMediaItem, MPVolumeView.
- Developed and designed Cholesterol Journal for iPhone and iPad. Released March 2013. A tool to track your cholesterol levels over time. Uses Core Data, UITableViewController, UISplitViewController, iAd, StoreKit for In-App Purchase.

1998-2012

Options Trader

SMC Option Management LLC, Chicago IL

- Equity options trader at the CBOE.
- Traded in both an open-outcry environment and the CBOE hybrid automated market-making platform.
- Simultaneously streamed option quotes into 20-40 stocks on average.

Skills

- Objective-C, Swift, Cocoa Touch, Foundation, UIKit, Git, Media Player Framework, GCD, Core Data, Xcode, iTunes Connect, App Store Distribution.

Education

1997

St. Norbert College, DePere WI

- BA in Business Administration

Activities

- WWDC attendee 2014. CocoaConf Chicago attendee 2012-2017. SecondConf Chicago attendee 2013. RWDevCon Attendee 2016. AltConf 2015, 2017. Release Notes 2015-2017.
- Volunteer iOS Mentor at Mobile Makers Academy Chicago 2014-2015.
- Attend monthly iOS developer meetings at both CocoaHeads Chicago and NSCoder Chicago.

References

- Available on request.