I've been writing software for Apple platforms professionally for more than a decade. I'm good at what I do and have a strong command of the platform, most especially in the areas of concurrency, network programming and accessibility. I study rigorously and am constantly getting better at what I do, which makes me very comfortable diving into brand new, uncharted waters with every project I take.

Thank you for your time.

june 2023 - present
flexibits

software developer & manager

july 2021 - october 2022
slack (salesforce)

iOS accessibility

december 2018 - june 2021
flexibits

software developer

august 2013 - december 2017
apple

software developer on the macOS Accessibility Team. responsible for VoiceOver, Switch Control, Accessibility Keyboard, & Zoom.

primarily worked in objective-c, c, c++, & swift, with some experience implementing features in opengl and metal.

implemented major accessibility features in Books, Photos, Mail, WebKit, & AppKit, and originated the color blindness accomodations on iOS/macOS.

september 2011 - february 2013
black pixel

worked on several client projects before taking technical lead on Kaleidoscope 2.0 and then Versions 1.2.

february 2011 - september 2011
bottle rocket apps

iOS developer. responsible to run projects, provide mentorship to the junior development staff, and design/maintain in-house shared components library.

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