

RANDY EDMONDS

Senior iOS Developer

Great combination of enterprise-level development experience mixed with graphic design skills and a passion for making software as simple and functional as possible. Expert with iOS Swift, Objective-C, C#.Net, web technologies and the Unity 3D game engine. Over 15 years of software development experience.

Development skills:

iPhone/iPad iOS SDK (Swift, Objective-C, Xcode, Cocoa Touch, Apple Human Interface Guidelines)
Game development; Unity 3D for iPhone, OS X and Windows
Server-side development (C#, ASP.net, Parse SDK)
Web development: JSON, REST, JavaScript, XML, HTML
Database development (MS SQL, DB2, Oracle, MySQL, SQLite, Mongo)
Git, Subversion, Agile methodologies, UML, Design patterns

Design skills:

Expert with Adobe Photoshop. Proficient with Sketch and Illustrator.
Basic 3D modeling skills: Cheetah 3D, Blender

Professional Experience:

Elevenfifty Consulting : Honolulu, HI

January 2015 – March 2016

Designed and developed an social network app, similar to Instagram and Snapchat.
Built using Swift and Xcode 7.

Gusto LLC : Indianapolis, IN

September 2013 – January 2015

First employee of this startup. iOS Lead: Designed and developed an innovative email app for iPhone.
Built using Xcode 6 and the iOS 7 SDK.

Perennial Pictures Film Corporation : Indianapolis, IN

June 2013 – Present

Contracted to design and develop a children's educational app for iPad.
Xcode 4.6 and iOS 6 SDK and Unity 3D.

Brivas Labs : Cincinnati, OH

May 2013 – August 2013

Contracted to design and develop an iPhone app to "showcase" their biometric technology.
The iPhone app is cross between Instagram and Snapchat, allowing user to share both public and private photos.
Built using Xcode 4.6 and the iOS 6 SDK; incorporating a gamut of technologies including CoreImage Face Detection, Core Animation EmitterLayers, Camera, Facebook integration, Parse.com integration, QR Codes and Windows .Net REST/JSON web services.

AntiqueWeek : Knightstown, IN

July 2013 – August 2013

Contracted to develop the next version of their iPhone app.
Bug fixes and added support for 4" retina screens, upgraded to ARC and universal support for iPad.
Xcode 4.6 and the iOS 5 SDK.

**ChaCha.com : Carmel, IN
August 2012 – May 2013**

Contracted to do build a new iPhone app (Lead Developer).
iPhone app development using iOS 5 SDK. Xcode 4.5
Websocket based services (JSON).

**Cass Information Systems : Greenville, SC.
June 2012 – Oct 2012**

Contracted to do "Phase 2" of the app.
Built a universal iOS app that interfaced with the corporate database via REST JSON web service calls to present user data.
iPad app development using iOS 5 SDK. Xcode 4

**"3D medical knee replacement app" : for a well known orthopedics device company
May 2011 – June 2012**

Independent contractor through GetSoundIdeas.com
This iPad app helps education potential knee replacement
Developed this iPad app using native Objective-C, along with the Unity 3D framework for all 3D aspects of the app.

**"TCC Rewards" for iOS : <https://www.ecellularconnection.com/rewards>
April 2012 – June 2012**

Independent contractor through AppHands.com (my own company).
This app is a rewards app; it keeps track of earned points and allows customers to spend point via on-screen coupons (w/ barcode).
Developed the iOS version of this app (iOS 5 SDK and Xcode 4).

**"NYC Travel Guide for Kids" for iOS : <http://bit.ly/MAY5gF>
February 2011 – April 2012**

Independent contractor through My Mobile Fans. 317.759.8000
Developed the iOS version of this app.
Did all design work for the app: Coming up with the initial mockups, creating all UI graphics, etc.
Universal iPad/iPhone app development using iOS 5 SDK and Xcode 4.

**CCC Information : Chicago, IL
September 2011 – December 2011**

W2 Contractor with TekSystems, 888-768-3951
Developed app to allow insurance agents to enter claim information via iPad.
Worked extensively with the company's UX designer, mentoring him in iOS design standards.
iPad app development using iOS 5 SDK and Xcode 4.

**Cass Information Systems : Greenville, SC.
January 2011 – August 2011**

W2 Contractor with TekSystems, 888-768-3951
Built a universal iOS app that interfaced with the corporate database via REST JSON web service calls to present user data.
iPad app development using iOS 4.3 SDK. Xcode 4
Core Graphics and Core Animation development.

**Allstate : Jacksonville, FL.
September 2010 – December 2010**

W2 Contractor with TekSystems, 888-768-3951
Built an iPad app to be used by the Allstate agents. Interfaced with the corporate db to automatically download new data/content.
iPad app development using iOS SDK. Xcode, OS X, Interface Builder, SQLite
Created custom graphing components with Core Graphics and Core Animation development.

**Plow Digital : Indianapolis, IN.
June 2010 – September 2010**

Independent contractor.
iPhone app development using Apple's SDK. Xcode, OS X, Interface Builder
iPhone business and game development; Unity 3D game engine development.
Visual Studio 2008 with .NET 3.5, C#, ASP.NET, SQL Server 2005/2008

**Exact Target : Indianapolis, IN.
October 2009 – June 2010**

Senior Software Engineer, employee
iPhone app development using iPhone SDK. Xcode, OS X, Interface Builder
Visual Studio 2008 with .NET 3.5, C#, ASP.NET, SQL Server 2005/2008

**Plow Digital: Indianapolis, IN.
June 2009 – October 2009**

Independent contractor through my own company, Iterations Software LLC.
iPhone game development using the Unity game engine.
Primary developer in charge of maintaining and enhancing approximately 15 websites/apps.
Visual Studio 2008 with .NET 2.0, C#, VB.Net, ASP.NET, SQL Server 2005/2008
Unity 3D, OS X, MonoDevelop iPhone app development using Apple's SDK. XCode, OS X, Interface Builder

Exact Target: Indianapolis, IN.

January 2009 – June 2009

W2 Contractor with Theoris Inc. 317-849-4444

Primary responsibilities included coding enhancements to the enterprise web applications using C# 2.0 and ASP.NET Visual Studio 2005 with .NET 2.0, C#, ASP.NET, SQL Server 2005

Pelco Inc: Indianapolis, IN.

April 2008 – January 2009

W2 Contractor with Ambassador Inc. 317-275-3116

Primary responsibilities included designing and coding data access and service layer functionality of a 1.0 version of security access system being created for retail by Pelco.

A few highlights of the tasks I designed and coded include implementing Lazy Loading into the custom NHibernate-based code generation framework, implementing transport security into the WCF calls between the service and presentation layers, and designing an event archival system.

Visual Studio 2008, .Net 3.5, C#, NHibernate, WCF, JavaScript, MS SQL 2008 & 2005, SQLite, NVelocity

Nevada Department of Taxation: Indianapolis, IN.

May 2005 – March 2008

W2 Contractor with Accenture (through GMS). 781-995-4381

Senior developer and system expert; my primary responsibilities included providing technical analysis and programming of the State's online tax system.

The system was a custom modified version of the system I originally helped design for the Indiana Dept. of Revenue.

n-tier application utilizing MS Application Center load balancing

Batch and real-time interfacing with mainframe and financial systems, via web services and/or database linking.

Visual Studio .Net, C#, ASP.NET, WSE 2, Oracle 10i, VISIO, ACA.NET framework, UIP Application Block, UML, Design Patterns.

Baker Hill: Carmel, IN.

February 2005 – April 2005

1099 Independent Contractor with Ambassador Inc. 317-275-3116

Primary responsibilities included identifying and correcting problems with the application's implementation of Web Service exception handling and to improve the application performance by architecting and implementing a custom .Net thread pool.

Visual Studio .Net 2003, C#, SQL Server 2000, ASP.NET, UML

Indiana Dept of Revenue: Indianapolis, IN.

August 2004 – February 2005

W2 Contractor with Volt Inc. 317-685-2200

Senior developer; primary responsibilities included technical architecture and coding of the Tax Payment functionality. Including analyzing business requirements, creating a technical design document containing Class & Sequence & Database Diagrams, coding the solution, and supporting the functionality through the testing process.

Visual Studio .Net 2003, C#, ASP.NET, WSE 2, Oracle 9i, ACA.NET, UIP Application Block, UML, Design Patterns.

Sallie Mae: Indianapolis, IN.

June 2001 – August 2004

W2 Contractor with INRANGE Consulting. 317-569-4400

Senior developer; primary responsibilities included providing analysis and programming along with technical leadership and guidance to teammates for new business and technical enhancements

N-tier Enterprise level system development and maintenance.

Fast-paced, customer-attentive, and team-focused environment.

Visual Studio 6, VB, C++, ATL, SNA COM/TI, Windows NT, IIS, DCOM, MTS, XML, SOAP, and IBM DB2.

Onex Inc: Indianapolis, IN.

January 2001 – May 2001

Senior Microsoft consultant.

Created intranet based web application for project tracking; ASP and SQL 7.

Worked on Internet based product catalog web application; ASP, VB COM and SQL 7.

Implemented Certificate Services on a Windows 2000 web server (SSL secure server).

iProperty.com: Indianapolis, IN.

March 2000 – December 2000

Senior level Microsoft developer, working long hours in a fast-paced dotcom startup.

Constructed a highly scalable real-estate transaction management site. Worked in a team development environment utilizing Visual Source Safe.

Constructed a three-tier design using ASP, VB COM middle-tier, SQL 7, and Oracle8i.

Aided in migrating MS SQL 7 stored procedures to Oracle 8i.

Abbot Laboratories: Chicago, IL.

January 2000 – March 2000

W2 Contractor with Unitech Solutions. 847-581-1680

Developed a project management intranet application.

A two-tier intranet solution using ASP and a SQL Server 7 database.

Motorola Center: Schaumburg, IL.

Feb 1999 – Dec 1999

W2 Contractor with Silyx.com. 630-871-0319

Developed web-based pricing and marketing analysis systems.

Three tier solutions; VB COM MTS and Oracle data warehouse.

Franklin County Regional Office of Education: Benton, IL.

Aug 1997 – Feb 1999

Network Administrator, responsible for Novell Networks of public schools in the county (13 schools).

Technology training and workshops for the teachers.

SiHomeShopper.com

June 1997 – January 2001

A regional online classified advertisements website.
Microsoft ASP, ADO, Adobe Photoshop and Macromedia Flash

Computer Warehouse Company: Carbondale, IL.

June 1991 – Aug 1997

PC hardware repair and networking. A+ Certified and Canon Printers Certified. Designed and taught training classes.
Visual Basic 5.0 programming and web site design.

iOS Development Experience

Portfolio at www.AppHands.com. Code available for review on request.

Allstate iPad project: Insurance sales tool for iPad. (Xcode, Objective-C, REST XML data from server)
Allison Transmission Mobile: Sales catalog developed for iPad/iPhone. (Xcode, Objective-C, JSON data)
AMD Lazer App: Instructional videos app for iPad. (Xcode, Objective-C, REST XML data from server)
AntiqueWeek: Store finder app for the iPhone. (Xcode, Objective-C, GPS interaction, JSON data from server)
BalSeal Life Estimator: Engineering calculator for the iPhone. (Xcode, Objective-C, Cocoa Touch)
Cass Info Systems: Invoice management tool for iPhone/iPad. (Objective-C, Core Animation, JSON data from server)
CCC: Car insurance app for iPad. (Enterprise, Xcode, iOS 5, Objective-C, JSON)
ChaCha 5: Q&A sharing app. Developed iPhone app (Xcode, Objective-C, websockets, JSON)
DO: Highly scalable, photo sharing & social app. (Xcode 7 and Swift)
ExactTarget : Maintained their iPhone app. (Xcode, Objective-C, REST XML data from server)
GetFreeApps: Designed and Developed this app promotion iPad/iPhone app. (Xcode, Objective-C, JSON data from server)
Go Trexx NYC: Designed and Developed this kids travel iPad/iPhone app (Xcode, Objective-C)
Gusto Email: Designed and Developed this email iPhone app (Xcode, Objective-C)
Inspired Ones: Designed and Developed this game for iPhone. (Xcode, Objective-C, Cocoa Touch)
Just Chimes: Designed and Developed this game for iPhone. (Unity 3D for iPhone)
World of Blue: Designed and Developed this iPhone game. (Unity 3D game engine)
Magic Organic Doodler: Designed and Developed this game for iPhone. (Unity 3D for iPhone)
Medical knee/hip replacement app: Developed this medical iPad app. (Unity 3D and Objective-C)
Night Divine: Designed and Developed this game for iPhone. (Unity 3D for iPhone)
Rainbow Day: Designed and Developed this game for iPhone. (Unity 3D for iPhone)
Sleepy Driver Plus: Designed and Developed this iPhone app. (Xcode, Objective-C)
Spring Doodle: Designed and Developed this game for iPhone & iPad. (Unity 3D for iPhone)
Spotlight Free Apps: Designed and Developed this iPhone app. (Xcode, Objective-C, JSON from server)
TCC Mobile for iOS: Developed this iPhone app (Xcode, Objective-C, REST)
VideoBlocks: Developed this educational iPad app (Xcode, Unity 3D, Objective-C)
Zombie Ball: Designed and Developed this game for iPhone. (Unity 3D for iPhone)
Zen of Clover: Designed and Developed this game for iPhone & Mac desktop version. (Unity 3D)
Zen of Snow and Zen of Snow 2: Designed and Developed this game for iPhone. (Unity 3D for iPhone)

Personal Interests:

An avid listener of tech podcasts, follower of a few good tech blogs and Apple rumor fanatic.

When I'm not staring at my Macbook... I enjoy spending time with my kids, gardening, caring for our chickens, playing the guitar, painting/drawing and reading (mostly non-fiction, Walden is my favorite book).