

SUMMARY

Advanced Swift Developer, Passionate About Creating and Shipping Ultra-High-Quality Products.

KEYWORDS

- Swift
- Objective-C
- PHP
- JavaScript
- SOLID
- Protocol Design
- Object Design
- TDD
- Engineering
- Testing
- Documenting
- Training
- UI/UX
- Graphic Design
- Usability
- Accessibility
- Meticulous
- Flexible
- Fast
- Reliable

EXPERIENCE

The Great Rift Valley Software Company: 2018 – Present

Principal Engineer:

Independent Software Development, specializing in ultra-high-quality native iOS apps (written in Swift). Development on a contract (work for hire) basis, as well as proprietary engineering (which includes a “full-spectrum” ONVIF driver for Cocoa).

Experience programming Swift since the announcement of the language in 2014.

Have extensive experience writing drivers and asynchronous software (including such things as UART drivers for MIDI and other direct hardware communications).

Have many years of experience with localization. All projects are easily localizable.

Little Green Viper Software Development LLC: 2012 – Present

Principal:

Independent Software Development, specializing in iOS apps (Swift and Objective-C), and Web Servers/CMS Plugins (PHP). This is an open-source Development Company.

Have had over 20 shipping, localized apps in the Apple App Store since 2011.

Author of the BMLT, a large-scale, specialized, open-source, Web-based platform that serves tens of thousands of daily users. The BMLT has been deployed worldwide; localized in several languages.

Nikon Inc.: 1990 – 2017

Senior Manager, Software Development (2000 – 2017):

Managed a team of engineers, writing image processing “engine” software in C++ and Halide. This software was integrated into desktop apps developed in Japan, and even deployed as embedded software in some experimental hardware devices.

Manager, Software Development (1995 – 2000):

Promoted to manage the US arm of Nikon’s international software development team; with responsibility for Mac and Windows host support for consumer imaging devices and DSLRs.

Software Development Engineer (1990 – 1995):

Authored Photoshop plugins, along with image processing and device control software in C++ on the Macintosh platform.

CHRIS MARSHALL

LINKS

<https://github.com/ChrisMarshallNY>
<https://github.com/RiftValleySoftware>
<https://github.com/LittleGreenViper>

<https://stackoverflow.com/users/879365/>
<https://stackoverflow.com/story/chrismarshall>
<https://medium.com/@littlegreenviperllc>

EDUCATION AND TRAINING

BIG NERD RANCH

2014: Swift One-Day

Introduction to the brand-new (at the time) Swift Programming Language.

2014: Level Up to iOS 8

Introduction to the new (at the time) iOS 8.

2012: Advanced iOS Bootcamp

After self-teaching basic iOS programming (in Objective-C), this class enabled the release of the first App Store app.

CONSTRUX UNIVERSITY

2015: Developer Testing Bootcamp

Class on TDD techniques and ensuring comprehensive software testing.

2012: Risk Management In-Depth

Discussion of risk management methodologies, applied to software development.

2012: Product Leadership and Innovation

Management class on incubating an innovative software development organization.

2010: How to be Agile Without Being Extreme

Class on agile methodologies, tempered by pragmatism.

2010: Software Project Management Bootcamp

Based on the book by Steve McConnell. A disciplined, scalable approach to development.

NIELSEN-NORMAN GROUP

2008: Usability in Practice Camp

A 2-day course on implementing usability practices and quantifying results.

2005: Interaction Immersion Class (Given by Bruce Tognazzini)

An intense, 2-day course on implementing an interaction- and usability-first development environment, with techniques for delivering great interactive software and Web sites.

Further Education Available Upon Request (and in the LinkedIn Profile)