

James Burkhardt
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Highly motivated software developer with experience in a fast-paced environment and the ability to learn very quickly. Have experience working on a platform/product as well as working directly with clients on custom projects. Have the ability to adapt quickly to whatever a situation calls for and respond effectively. Desire to continue working in mobile software development for iOS and Android. Also have desire to work more on web applications. Desire to have some ability to work remote but can be flexible.

Qualifications & Skills

- Objective C
 - Agile/Scrum
 - Javascript
 - SQLite
 - REST & SOAP API
 - XCode
 - Project Management
 - JQuery
 - Sublime Text
 - Android Studio
 - GitHub
 - JSON
 - Java
 - Heroku
 - Product Design
 - HTML/CSS
 - Ruby
 - PostgreSQL
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Work Experience **Cloosiv**

Co-Founder, Product Officer, Tech Officer, Lead iOS/Android Developer

North Carolina/Texas
October '17 – Present

Cloosiv Consumer App – Created a mobile ordering app for iOS and Android that allows users to browse merchants and their menus, create their personal orders and order in advance on the app.

- Integrated with custom webservices to retrieve merchants, menus, and receipts in addition to making orders
- Integrated with Firebase for logging in and managing users

Cloosiv Merchant App – Created a merchant app for iPad for merchants to receive orders, manage their inventory and manage/update their business information such as business hours.

Other Responsibilities and Experience

- Researched and made decisions on which tech stacks were best for the company's needs such as which cloud provider to use
 - Worked closely with UI designer to create a UI that promotes the best user experience
 - Managed a team of developers and assigned them appropriate tasks to help further their skillsets and build a foundation of best practices in software development
 - Helped in hiring process to sift through candidates and interview developers
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Tom's Way
Contract iOS Developer

Texas
September '17 – February '18

Flip Anything – Created a real estate app that is a tool for real estate investors to track and manage potential properties.

- Used core data to create and save information and pictures for potential properties
- Added location services to automatically save current location for potential properties
- Added sharing functionality to easily share saved properties

ReformCOW - Created a social media app that promotes activism about relevant and important issues that matter to the user in their city.

- Project managed development for iOS, Android and server while working directly with the client
 - Implemented Amazon Cognito login with Amazon Web Services for user accounts
 - Integrated web service API to read posts, create new posts, and use other app functionality such as updating user information
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Project Work

C3 Presents - Worked on festival apps for the C3 company such as Austin City Limits and Bonnaroo.

- Used MapKit to display points of interest on a map and display a tile map overlay of the festival
- Implemented Friend Finder service to send your location to your friends and download your friend's location to display on your map
- Implemented challenge functionality where a user can do a GPS scavenger hunt or trivia challenge at a festival
- Integrated app with Gimbal beacons and geofences to send relevant information to a user within the festival based on their location
- Integrated information from a content management system to deliver intended UI and functionality on the device
- Integrated schedule functionality so a user can choose what is most important to them
- Added camera functionality to create and share postcards from the festival on their app

Roasterie – Created iOS app for the Roasterie coffee shop. Functionality included general app functionality as well as mobile ordering and pick up.

- Designed and architected item catalogue and payment functionality
- Integrated Stripe and Omnivore in to app to pay and send order information to Micros point of sale system at the coffee shop
- Implemented all iOS functionality such as brew timer, store locations, and order functionality

Cahoots - Created a walkie-talkie app with team login capabilities. Features include person to person talking, public rooms, private rooms, and hidden rooms. There is also the ability to set yourself away, an emergency channel, and message history playback

- Integrated with voice server for voice chat and room joining/leaving functionality
- Integrated with web service API to log users into team servers, get current user and download voice history
- Added silent push functionality to know when a new recording was ready for download

Other Responsibilities and Experience

- Localized iOS apps to be used in multiple languages
- Managing apps in iTunes Connect and app profiles via Apple developer portal
- Manage iOS sprints and code reviews through GitHub
- Integrated cross app communication between 2 iOS apps

Personal Experience

Ruby on Rails Football Site – A football site built for my grandfather that is used throughout the season by over 60 people to create and manage who they think will win throughout the season.

- Have different data structures and game types for who will win during the season, who will win make it the final four and who will play during the playoff season
- Ability to create and edit accounts along with 'Forgot Password?' mailing functionality
- Set up to host on Heroku

Affinity iOS Application – Created as an anonymous social media application where users could connect w safe environment

- Integrated with Parse mobile backend service to save users, posts, and deliver content related push mess
- Styled and created iOS application from scratch

Education

The University of Texas at Austin
Bachelor of Arts – Psychology (Minor: Computer Science)

Austin, Texas
May 2010