



Jeffrey T. Handy

Sr iOS Engineer

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📍 Sunnyvale, CA

🌐 <https://www.jhandy.com>

👤 PROFILE

I have been programming for the App Store since 2009. I have 10 years of Objective-C and 8 years of Swift experience. I've published over 50 apps on the AppStore.

Libraries/tools used: UIKit, SwiftUI, Combine, Storyboards, SpriteKit, SceneKit, StoreKit, Apple Push Notifications, GCD, Core Data, Firebase Analytics, MapKit, ReSwift, Core Graphics, Core Animation, Accessibility, Swift Package Manager, Cocoa Pods, AVFoundation, Charles Proxy.

- Development Platforms: iOS, iPadOS, tvOS, Mac
- Development environment: Agile, Scrum
- Source Control: Git/GitHub, GitLab and BitBucket,
- Project Management: JIRA
- CI/CD: GitHub Actions

🧠 SKILLS

Swift

SwiftUI

C++

Obj-C

Python

Javascript

📦 APPLICATIONS PUBLISHED

The Horror Zone 📄

Live in AppStore. Released May 2025

Audio narrated stories scored with music & special effects written in Swift UIKit with on demand resources.

Designed for TvOS and iOS

<https://apps.apple.com/us/app/the-horror-zone/id6739428718>

Mars Rover Game 📄

Live in AppStore. Released 2024

A 2D Physics game for iPhone and iPad written with SpriteKit using 100% Swift.

<https://apps.apple.com/us/app/mars-rover-game/id1568779816>

Donut Bulldozer 📄

Live in AppStore. Released 2020

A 3D Physics game for iPhone & iPad written with SceneKit and 100% Swift.

<https://apps.apple.com/us/app/donut-bulldozer/id1482688282>

Mad Puzzle Dash 📄

Live in AppStore. Released 2015

A jigsaw puzzle game for iPhone & iPad written Objective-C

<https://apps.apple.com/us/app/mad-puzzle-dash/id960106110>



PROFESSIONAL EXPERIENCE

Jeff Handy iOS

Lead iOS Engineer, Sunnyvale, CA

01/2024 – Present

Worked several 1099 projects for clients utilizing tech stack for SwiftUI and Swift UIKit, SpriteKit. Self-published apps:

- Released Mars Rover to AppStore (2D Physics app - <https://apps.apple.com/us/app/mars-rover-game/id1568779816>)
- Released The Horror Zone - May 2025 - (<https://apps.apple.com/us/app/the-horror-zone/id6739428718>) Audio narrated stories scored with music & special effects written in Swift UIKit with On Demand Resources. (Designed for TvOS and iOS)

Pluto TV (Paramount)

Sr. iOS Engineer, Los Angeles, CA

06/2021 – 01/2024

Worked on PlutoTV App for iOS, iPad and AppleTV using Swift, Redux/ReSwift, AlamoFire, Firebase, etc. Worked with CI/CD pipeline and GitHub Actions; GitHub; Atlassian; Agile environment. Use MVVM design patterns. Swift UIKit / SwiftUI work. Worked with HLS; AVFoundation library; insertion of ad beacons; tuning player controls (seek), ad campaign verification via Charles Proxy; worked on video casting to Chrome and iOS. Specialized in TvOS development using remote gestures and focus engine.

Jeff Handy iOS

Lead iOS Engineer, Kingston, NH

08/2020 – 06/2021

Working on updates, bug fixes to my client's iOS apps using Swift and Objective-C using CoreData, CoreGraphics, UIKit, SwiftUI and Combine (1099 work)

ADP

Sr. iOS Engineer, Los Angeles, CA

04/2020 – 08/2020

Worked on native iOS Objective-C to JavaScript bridge calls for "myWisely" application by ADP; converted Objective-C routines to Swift; wrote unit tests. Converted older Objective-C code to Swift

Jeff Handy iOS

iOS Engineer, Kingston, NH

01/2019 – 04/2020

Developed universal iOS game 'Donut Bulldozer' —a 3D SceneKit app written in Swift 5 and incorporating in-app purchases, Google Ads, Game Center and push notifications. See app here: <https://apps.apple.com/us/app/donut-bulldozer/id1482688282>

[ABCYa.com](https://www.abcya.com) (IXL Learning)

iOS Engineer, Providence, RI

05/2015 – 12/2018

Wrote and maintained iOS games (casual / educational) using Swift/Objective-C, Cocos2D, SpriteKit, Core Bluetooth. Developed Javascript games and incorporated in UIWebView/WKWebView. Leak testing, Instruments, Unit testing.

Smart Vision Labs

Sr. iOS Engineer, New York, NY

10/2014 – 02/2015

Developed original SVOne prototype iOS application (Shack-Hartmann auto-refractor) for providing eyeglass prescription to patients. App used RESTful backend with Parse.com's cloud services; StoryBoarding for interface design. OpenCV library for math operations on matrices.



PROFESSIONAL EXPERIENCE

[ABCYa.com](#) (IXL Learning)

iOS Engineer, Providence, RI
03/2012 – 10/2014

Developed educational apps in Objective-C with Cocos2D game engine and UIKit. Integrated Game Center, push notifications, and RESTful services back end. See 'Math Bingo' (2 million+ downloads) - <https://apps.apple.com/us/app/math-bingo/id371338715>

Micros Retail (Oracle)

Sr. iOS Engineer, Cleveland, OH
09/2011 – 03/2012

Worked on first generation of iOS based Point-Of-Sale applications to run on iPod, iPhone and iPad. Integrated Linea and VeriFone "sled" devices for credit credit swiping and barcode scanning using UIKit, Core Graphics, and CoreData; converted projects to ARC; leak tested

Wellogic Corporation (Alere)

Sr. iOS Engineer, Waltham, MA
03/2011 – 07/2011

Designed universal iOS app for Electronic Medical Records (EMR) using UIKit and and RESTful framework. Object persistence via Core Data. Implemented Push Notifications for delivery of urgent HL7 messages.



LANGUAGES

German

Spanish



PUBLICATIONS

God, Aggression, Genes and Superdeterminism

<https://www.amazon.com/dp/B0FJCMKXG/>

Toward a Superdeterministic Path-Integral Model of Quantum Mechanics

<https://jhandy.com/index.php/2025/07/01/toward-a-superdeterministic-path-integral-model-of/>



EDUCATION

Willimantic, CT

Eastern Connecticut State University
Bachelor's Degree