# Jeffrey T. Handy

## Sr iOS Engineer

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in https://www.linkedin.com/in/jeff-handy-65231018b    ↖ https://www.jhandy.com/

○ https://github.com/jeffhandy

## 👤 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 | Objective-C | C++ | GitHub | Python | Javascript |
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## 📁 PROJECTS

**Mars Rover Game** ⧉
(Currently 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** ⧉
(Currently 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

## 💼 PROFESSIONAL EXPERIENCE

06/2021 – 01/2024
Los Angeles, CA

**Pluto TV**
Sr. iOS Engineer
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. 95% Swift UIkit 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.

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| 08/2020 – 06/2021<br>Kingston, NH | **Jeff Handy iOS**<br>iOS Engineer<br>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) |
| 04/2020 – 08/2020<br>Los Angeles, CA | **ADP**<br>Sr. iOS Engineer<br>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 |
| 01/2019 – 04/2020<br>Kingston, NH | **Jeff Handy iOS**<br>iOS Engineer<br>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 |
| 05/2015 – 12/2018<br>Providence, RI | **ABCYa.com**<br>iOS Engineer<br>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. |
| 10/2014 – 02/2015<br>New York, NY | **Smart Vision Labs**<br>Sr. iOS Engineer<br>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. |
| 03/2012 – 10/2014<br>Providence, RI | **ABCYa.com**<br>iOS Engineer<br>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 |
| 09/2011 – 03/2012<br>Cleveland, OH | **Micros Retail**<br>Sr. iOS Engineer<br>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 |
| 03/2011 – 07/2011<br>Waltham, MA | **Wellogic Corporation**<br>Sr. iOS Engineer<br>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. |
| 01/2011 – 03/2011<br>Boston, MA | **Boston.com (Boston Globe)**<br>Mobile Engineer<br>Worked on the "Big Picture" Universal iOS app. Provided solution for image cacheing of photos to improve user experience; extensive use of Interface Builder. Developed In-App purchasing module. |

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| 08/2009 – 12/2010<br>Boston, MA | **Merrill Corporation**<br>Software Engineer<br>Worked  on JavaScript application for remote-viewing legal documents on Merrill Corporation's Oracle based backend.  Used JavaScript (JQuery), SQL, ActionScript, and Perl. |

## 🌐 LANGUAGES

German   Spanish

## 📰 PUBLICATIONS

**Telechron To The Cretaceous** ↗
Amazon KDP
A young adults novel about time travel adventures. https://www.amazon.com/TeleChron-Cretaceous-Jeffrey-Thomas-Handy/dp/1791357180 ↗

**The Absurdity of Two Life Origin Theories: 'Life is a Simulation' and 'Mars Seeded Life To Earth'** ↗
Medium
A discourse on the fallacy behind two commonly believed life origin theories. Discussion about biogenesis and quantum mechanics. https://medium.com/@jeff.t.handy/the-absurdity-of-two-life-origin-theories-life-is-a-simulation-and-mars-seeded-life-to-earth-7f6ea5b2156b ↗

## 🎓 EDUCATION

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| Willimantic, CT | **Eastern Connecticut State University**<br>Bachelor's Degree |