# Jeff Handy

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Portfolio: 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.

Platforms developed for: iOS, iPadOS,TvOS, Mac.

Tools: Git/GitHub, GitLab,  JIRA, BitBucket, GitHub Actions, Charles Proxy.

## Experience

### Lead iOS Engineer at Jeff Handy iOS

01/2024 – Present
Working several 1099 projects for clients utilizing SwiftUI, Combine  and Swift UIKit.
 Self-published apps:

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

### Sr. iOS Engineer at Pluto TV

06/2021 – 01/2024
Los Angeles, CA
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. 90% Swift UIKit / 10% 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.

### Lead iOS Engineer at Jeff Handy iOS

08/2020 – 06/2021
Kingston, NH
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)

### Sr. iOS Engineer at ADP

04/2020 – 08/2020
Los Angeles, CA
 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.

### Lead iOS Engineer at Jeff Handy iOS

01/2019 – 04/2020
Kingston, NH
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

### Sr. iOS Engineer at ABCYa.com

05/2015 – 12/2018
Providence, RI
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.

### Sr. iOS Engineer at Smart Vision Labs

10/2014 – 02/2015
New York, NY
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.

### Sr. iOS Engineer at ABCYa.com

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

### Sr. iOS Engineer at Micros Retail

09/2011 – 03/2012
Cleveland, OH
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

### Sr. iOS Engineer at Wellogic Corporation

03/2011 – 07/2011
Waltham, MA
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.

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

# Education

Eastern Connecticut State University, BS, 1988

# Skills

Swift 5, Swift UI, Objective-C, Combine, Async/Await, GCD, Operation Queues, Core Animation, Push Notifications, TvOS Focus Engine, AppStore Connect Delivery & Release, CI/CD, XCTest, Xcode, Jira, Git, GitHub, GitHub Actions, Instruments profiling, Cocoa Touch Classes, Auto Layout, MVVM Design, Package Manager, CocoaPods, StoreKit, Core Data, Swift Storage, UiKit, SpriteKit, SceneKit, URLSession, AlamoFire, Google Analytics, Firebase Analytics, CoreImage, AVFoundation, Core Bluetooth, CoreML, CoreMotion, MapKit, ARKit, WebKit, JSONSerialization, KingFisher

# Apps Self-Published



Mars Rover released 2024 for iPhone & iPad
https://apps.apple.com/us/app/mars-rover-game/id1568779816
2D Physics Space game (SpriteKit & Swift)



Donut Bulldozer released 2020 for iPhone & iPad
https://apps.apple.com/us/app/donut-bulldozer/id1482688282
3D Physics Game (SceneKit & Swift)



MadPuzzle Dash released 2015 for iPhone & iPad
https://apps.apple.com/us/app/mad-puzzle-dash/id960106110
A Puzzle racing game (Objective-C)



The Horror Zone (Coming March 2025) for AppleTV, iPhone & iPad
AudioBooks narrated with music and special effects (Swift UI)