Philip George
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MAC/OBJECTIVE-C DEVELOPER

I am a software developer with over a decade of experience specializing in macOS and cross-platform development.

I am a C and Objective-C expert.

Although I am proficient in a several other languages, C and Objective-C are where I spend most of my time.

I've been doing this for almost 15 years now and I've covered a lot of bases during that time. I have written miles of high-quality networking code, UI code, API integration code, database/backend code, daemons, user agents, drivers, SDK's, API's, installers, cross-platform applications, etc.

I look forward to learning more about your project and helping you get your product to market.

Software Engineer, Electro-Harmonix
REMOTE — 04/2019-present

Development of Mac and Windows applications and USB driver code to control proprietary USB devices.

Platforms, Languages, Frameworks, Tools & Concepts

Desktop (Mac, Windows), Native, Objective-C, C, C#, CoreFoundation, Cocoa, ARC, Multithreading, GCD, Installer Development, IOKit, DriverKit, libusb, WinUSB, winusbnet, USB Prober, Visual Studio, Microsoft Message Analyzer, Web Services, Tower, git, github

Software Engineer, Logitech
PARTIAL REMOTE — 01/2017-12/2018

Development and maintenance of Logitech *Options* configuration application and system service *(daemon)*.

Platforms, Languages, Frameworks, Tools & Concepts

Desktop (Mac), Native, Objective-C, C++, Objective-C++, C, CoreFoundation, Cocoa, AVFoundation, ARC (and non-ARC), Multithreading, GCD, IPC, Distributed Objects, Launch Services (launchd, launchctl, ...), Installer Development, Framework Development, WebKit, IOKit, Agile, JIRA, Team City, Tower, git, gitlab

Software Engineer, BLACKSTRIPE (startup)
PARTIAL REMOTE — 05/2016-12/2016

Development of cross-platform algorithmic trading system.

> **Platforms, Languages, Frameworks, Tools & Concepts**
>
> Desktop/Server (Mac, Windows), Native, Objective-C, C, CoreFoundation, Cocoa, Cocotron, Multithreading, GCD, Multi-tier Architecture, MySQL, Web Services (integration), Web Services (development of), Tradier API Integration, E*Trade API Integration, Ameritrade API Integration, (Soft) Realtime Streaming of Stock Data, Charting, OAuth 1.0/2.0, Pivotal Tracker, git, github

Software Engineer, Bloomberg
REMOTE — 10/2015-01/2016

Development of Bloomberg-internal corporate notifications application and JAMF progress monitoring application. *For Bloomberg internal use only.*

> **Platforms, Languages, Frameworks, Tools & Concepts**
>
> Desktop (Mac), Native, Objective-C, C, CoreFoundation, Cocoa, Multithreading, GCD, Kerberos, XML, JSON, Web Services, libcurl, launchd, pkgbuild/productbuild, Kiosk Mode, Apple DEP, JAMF/Casper, Regular Expressions, git

Software Engineer, Kutawa (startup)
PARTIAL REMOTE — 06/2014-09/2015

Development of English:SQL translation service and (web) frontend.

> **Platforms, Languages, Frameworks, Tools & Concepts**
>
> Server (Mac, Windows, Linux), Native, Objective-C, C, CoreFoundation, Cocoa, Cocotron, Multithreading, GCD, Web Services (development of), launchd, IPC, Long Polling, SQL Server, Oracle, MySQL, PostgreSQL, Sybase, DB2, Firebird, Regular Expressions, Pivotal Tracker, git, github

Software Engineer, Bloomberg
REMOTE — 01/2015-03/2015

Development of computer:phone mapping agent (inbound calls to an employee's office phone number ring the phone physically closest to the computer they are currently logged into). *For Bloomberg internal use only.*

> **Platforms, Languages, Frameworks, Tools & Concepts**
>
> Desktop (Mac), Native, Objective-C, C, CoreFoundation, Cocoa, Multithreading, GCD, Kerberos, XML, JSON, Web Services, libcurl, launchd, pkgbuild/productbuild, git

Software Engineer, Evernote
PARTIAL REMOTE — 12/2013-05/2014

Development and maintenance of *Evernote* application.

> **Platforms, Languages, Frameworks, Tools & Concepts**
>
> Desktop (Mac), Native, Objective-C, C, CoreFoundation, Cocoa, AVFoundation, ARC, Core Data, Bindings, Multithreading, GCD, AppleScript, Web Services, Agile, JIRA, Continuous Integration, Jenkins, Gerrit, git

Software Engineer, Articulate
REMOTE — 04/2013-11/2013

Development of screencasting application tightly integrated with *Storyline 2*.

Platforms, Languages, Frameworks, Tools & Concepts

Desktop (Mac), Native, Objective-C, C, CoreFoundation, Cocoa, AVFoundation, Screen Capture, Camera Capture, Real-time Multimedia File I/O, Multithreading, Web Services, GCD, Launch Services (launchd, launchctl, ...), Universal Access API, HIServices framework, Multi-display Support, Amazon S3, Agile, Pivotal Tracker, git, github

Software Engineer, Callaway Golf
PARTIAL REMOTE — 10/2011-04/2012

Development of USB device sync agent.

Platforms, Languages, Frameworks, Tools & Concepts

Desktop (Mac), Native, Objective-C, C, CoreFoundation, Cocoa, XML, Multithreading, Web Services, Instruments, IORegistryExplorer, USB Prober, PackageMaker

Software Engineer, Motorola Mobility (Arris)
San Diego, CA — 06/2011-02/2013

Development of cross-platform SDK and proprietary, cross-platform video streaming framework.

Platforms, Languages, Frameworks, Tools & Concepts

Desktop (Mac, Windows), Native, Objective-C, C, C++, CoreFoundation, Cocoa, Cross-platform SDK Development , Regular Expressions, Multithreading, Adaptive Streaming, MPEG2-TS Demultiplexing, H.264 Video, AAC/LPCM Audio, CEA608 Captions, Elementary Stream Scheduling/Coordination, Core Video, Core Audio, Audio Units, Core Image, OpenGL, Media Foundation, Subversion

Software Engineer, ABC News (Teleca)
PARTIAL REMOTE — 02/2011-04/2011

Development of mobile news reader app.

Platforms, Languages, Frameworks, Tools & Concepts

Mobile (iOS), Native, Objective-C, C, CoreFoundation, Cocoa, Multithreading, REST API Integration, Predictive Prefetching, Subversion

Software Engineer, Dynexam (startup)
PARTIAL REMOTE — 04/2010-01/2011

Development of proctored exam preparation and deployment suite.

Platforms, Languages, Frameworks, Tools & Concepts

Desktop/Server (Mac, Windows, Linux), Native, Objective-C, C, C++, CoreFoundation, Cocoa, Cocotron, Multithreading, Web Services, Universal Access API, HIServices framework, CUPS (printing API), IOKit (USB driver), Instruments, IORegistryExplorer, USB Prober, Core Audio, Speech Synthesis, Amazon S3, Pivotal Tracker, git, github

Software Engineer, Novatel Wireless (inseego)
San Diego, CA — 09/2007-04/2009

Development and maintenance of cross-platform SDK.

Platforms, Languages, Frameworks, Tools & Concepts

Desktop (Mac, Windows, Linux), Embedded (Linux, Unix), Native, Objective-C, C, C++, CoreFoundation, Cocoa, Multithreading, Web Services, SDK Design & Implementation, DiscRecording framework, AppleScript, hdiutil, GPS, SMS, 3G/4G/EVDO/HSPA/HSDPA/HSUPA/HSPA+/..., IOKit (USB driver), Instruments, IORegistryExplorer, USB Prober, PackageMaker, JIRA, Perforce

EDUCATION

Drury University; Springfield, MO – BA in Computer Science, 12/2005

KEYWORD VARIATIONS

Mac OS X, MacOS, MacOSX, OSX, AppKit, App Kit, CoreAudio, Core Audio, Audio Units, AudioUnits, AU, CoreVideo, Core Video, CoreImage, Core Image, MPEG2, MPEG-2, MPEG4, MPEG-4, Sound, Cross-platform, Crossplatform, Cross-plat, Crossplat, X-platform, Xplatform, X-plat, Xplat, Real-time, Realtime, AC3, AC-3, LPCM, PCM, PackageMaker, Package Maker, Objective-C, ObjectiveC, Obj-C, ObjC, Multi-threading, Multithreading, Multi-threaded, Multithreaded, Multi-thread, Multithread, GCD, Grand Central Dispatch, Grande Central Dispatch, Swift, CoreFoundation, Core Foundation, CF, Core Graphics, CoreGraphics, Quartz, De-multiplex, Demultiplex, De-multiplexing, Demultiplexing, De-multiplexed, Demultiplexed, De-multiplexer, Demultiplexer, De-mux, Demux, De-muxing, Demuxing, De-muxed, Demuxed, De-muxer, Demuxer, H.264, H-264, H264, LaunchServices, Launch Services, ARC, Automated Reference Counting, Automatic Reference Counting, Multi-display, Multidisplay, Multi-screen, Multiscreen, AVFoundation, AV Foundation, CoreData, Core Data, SVN, P4V, CI