

# DAVE ROGERS

Senior iOS Developer/Architect

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## EDUCATION

BS, COMPUTER SCIENCE

San Jose State University

GPA: 3.9

## ONGOING

Coursera, Pluralsight, Stanford, Self

## SKILLS

10 years iOS Development

Xcode 3.1 – Xcode 10.0 beta

iOS 2.0 – iOS 12.0 beta

Objective C, Swift 1 – 4

## ACHIEVEMENTS

~50 Enterprise and/or App Store Apps

WWDC18 App Recognized on Day 1

2017 Recognized appPicker #1 Hot App

2 Apps shown at Las Vegas / SEMA

3 Apps shown at Las Vegas / CA World

TV spotlight as Elite Student & Athlete

Mt. Pleasant HS Class Valedictorian

## PROFESSIONAL PROFILE

I'm seeking to join a close-knit talented team that is powered by great leadership and insights. More specifically, I'm looking for a strong senior role with room to grow, and where my experience and knowledge can benefit both the team and the company. I welcome a strong, innovative, and technology-driven company who prides themselves on hiring and crafting the best talent. Let's work on an exciting product together!

## EXPERIENCE

**PROTEUS DIGITAL HEALTH, INC.** | Redwood City, CA | October 2017 – Present

*Staff iOS Engineer*

Proteus Digital is the world's first Digital Medicine service. A pioneering new healthcare offering that measures medication treatment effectiveness and helps physicians improve clinical outcomes.

My role as a Staff iOS Engineer is to architect, implement, oversee, advise, and mentor all aspects of iOS development. A Staff role at Proteus is the highest level obtainable. I mentor 14 junior to senior level iOS developers, onshore and offshore, code reviewing every change, and best guiding them in their developer journeys. I've created and/or assisted several POC apps demonstrating new technologies, as well as delivered on cross-team requests, including some from the CEO and Board. I'm actively working to update the codebase to use best coding practices and language capabilities. Leveraging new patterns and processes, I'm architecting a company solution for the next several years, as we branch out and start supporting multiple vendors. I work closely with co-developers, testers, UI/UX, product managers, scrum masters, and with management and VPs with special projects, capabilities, ideas, and innovations. I work very closely with dev ops, in optimizing build environments and quality. I continually document existing processes, Apple technologies, development and debugging steps, use of tools, best practices, etc. I have my hands in every aspect of iOS development at the company, and am the resource people turn to with questions. My recent action was to get the app converted and running under Xcode 10 beta / iOS 12 beta.

**ONKORE, INC.** | Redwood City, CA | April 2016 – October 2017

*Senior iOS Architect / Developer*

Onkore was a small startup with big ideas to revolutionize active participation in live events. We first targeted the most popular reality TV shows, creating a social platform to allow the viewers to engage and become more involved in the shows.

The team was small and talented, where each person had full responsibilities. My role was the support, design, architecture, and implementation of the iOS apps. I worked closely with the backend on API needs, testing, and debugging, as well as with the owners and UI/UX on creating and enhancing the app's feature set.

The app transformed from an Objective C demo app into multiple Swift apps, live chat and immediate feedback via a combination of sockets and REST calls. The app underwent a full re-write from Objective C to Swift, and a full functional design update from version 1.0 to version 2.0. A common code base supported all apps via smart app theming logic.

**ALLDATA** (March 2014 – April 2016) | **CEMICO INC.** (June 2008 – March 2014)

Full Work History and App Store links at LinkedIn: <http://www.linkedin.com/in/drogers>