

Kevin Smith  
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Longtime coding nut. I've built everything from #1 iOS Apps to Facebook games, media players and GPS fleet tracking software.

## Professional History

### March 2017 - Present: Principal iOS Engineer — Cornerstone OnDemand

- Recreating Cornerstone's learning application for native iOS with Swift. Led architectural decisions around persistent caching, model management, and CI integration.

### Dec. 2014 - March 2017: Senior Mobile Engineer — Cornerstone OnDemand

- Adopting features from our enterprise solutions to iOS and Android platforms.
- Modernized build system with Continuous Integration server (TeamCity) and Grunt tasks to deliver always up-to-date iOS and Android apps to QA and stakeholders.
- Developing code standards, cleanup of legacy code, and mentoring junior team members.

### Oct. 2013 - Dec. 2014: Senior Mobile Engineer — DAQRI

- Expanded DAQRI's core mobile platform for developing augmented reality (AR) experiences. Added native-level (Objective C and Java) plugins to extend Unity3D functionality including object tracking, deployment, networking and security features.

### Sept. 2011 - Oct. 2013: Developer and Consultant — Wise Old Duck Games and Wise Old Duck Technology Solutions

- Designed and engineered the independent Lost Spells Puzzle Tower game for iOS.

Lost Spells Puzzle Tower has players rebuilding shattered crosswords to collect coins and progress through a short story. (Lost Spells <http://lostspells.wode.com/appstore.php> in App Store) (Lost Spells <http://lostspells.wode.com> Website)

(Contract): iOS Consultant, Playviews Inc.

- Rewrote and improved animation framework that allowed character and combat art designed and illustrated with Flash to be imported and used within Cocos2d / iOS. Optimized rendering of 2.5D (isomorphic) game map and related assets. (Fantasy Quest <http://tinyurl.com/fq-review> review)

### March 2010 - September 2011: Crowdstar Inc.

January 2011 - September 2011, Engineering Lead, Mobile Games, Crowdstar Inc.

March 2010 - January 2011: Software Developer, Crowdstar Inc.

- Built a team from two members to six developers and two artists. Managed contracted third parties. Delivered the revolutionary *Top Girl* app within an ambitious four-month schedule.

*Top Girl* was a groundbreaking RPG played in a world of fashion and nightlife. *Top Girl* peaked at #1 on the App Store's Top Grossing list, where it remained for several months. (Top Girl <http://tinyurl.com/topgirl-android> for iOS and Android)

## **2004 - Dec. 2009: Developer and Consultant — Wise Old Duck Games and Wise Old Duck Technology Solutions**

- Wrote the KaBauble game client using Flash, Javascript. This client presents the user interface and actual gameplay to the user, validates user actions and communicates game state and result information using XML over a socket or via HTTP requests.

In KaBauble, players arrange pieces strategically and then search for high-scoring words in three different modes of play. This game is live at [games.wode.com](http://games.wode.com) <http://games.wode.com>.

- Co-wrote Magic Crayon Conundrum : An arcade-style puzzle game created in SDL and C++. Download and play from [crayon.ducker.org](http://crayon.ducker.org) <http://crayon.ducker.org/index.php3>.

(Contract): Backend Consultant, Matt Mac Interactive / Bottlewebpals.com

(Contract): Engineering Lead, Say Design / Kidzchores.com

- Designed and brought together resources to create the Kidz' Chores web game.

(Contract): Developing Consultant, TranSeed

- Utilized C++, MySQL, and JavaScript to complete and update Sponge functionality according to client specifications.

## **2002 - 2003: Software Engineer, Winamp / America Online.**

- Worked on two iterations of a prototype "AOL Media Player".

## **2000 - 2001: Software Engineer, Sonique / Lycos Inc.**

- Developed Sonique and Sonique 2 media player software.

Sonique was an MP3 and media playback application that emphasized cutting-edge graphics and highly customizable visual interfaces. It was platform independent, and written mostly in C++.

## **1997 - 2000: Software Engineer, GeoResearch Inc.**

- Programmed GeoLink and PowerTrack software.

GeoLink and PowerTrack were Windows-based applications developed in C++ with MFC. GeoLink software collected coordinates from GPS receivers and linked it to user-defined features to create spatial databases and maps. PowerTrack was a vehicle and fleet tracking solution.