

Michael Sean Hansen

michaelseanhansen@gmail.com

<http://michaelseanhansen.com>

Irvine, CA

Software developer and architect with 9 years experience in iOS and backend systems. I have built 5 iOS apps and my work has been featured in The New York Times and TechCrunch. I've done most of my work with Objective-C, Java, and Go.

Work

Dec 2014 - Now: *Senior developer at POPin*

- When I joined POPin I took ownership of the backend, architecting and building it out from a monolithic Tomcat application into a horizontally scalable service-based system. (Using Tomcat, Go, Redis, MySQL, Nginx, AWS, and custom deployment scripts.)
- I also spend time as needed on the iOS app, and have helped shape the app architecture and user experience.
- Helped interview and build the team of engineers, and helped mentor junior developers.
- Project-managed the development of our native Android app.

Jun 2013 - Nov 2014: *iOS developer at RokketLaunch*

- One of two iOS developers at RokketLaunch, where we built two email apps.
- For PeeqPeeq I dug into the UI, working to get image-heavy content to load and scroll smoothly (creating something similar to UICollectionView before that existed). I also implemented a number of custom transitions and controls.
- For Actionable I built a rich text editor for the email compose screen, giving users the ability to add interactive task widgets inline with the body of their email.

Apr 2011 - Jun 2013: *iOS developer at HipGeo*

- One of two iOS developers at HipGeo, which was a travel-focused social networking app.
- I built a system for full offline use, including posting, with a priority queue of pending uploads.
- I built custom UI components for the app and got experience working with a number of iOS frameworks including Core Location, MapKit, Address Book, and more.

Nov 2009 - Apr 2011: *Developer at Textopoly*

- As the sole developer at a digital marketing shop, I built a platform for sending SMS and social media broadcasts to subscribed users, with options for targeting specific regions or distribution lists. (Using PHP, JavaScript)
- I built my first professional iOS app: the official showcase app for Yamaha Watercraft. Users could explore the lineup through a custom carousel widget, view photos and video, find nearby dealers, or sign up to receive SMS alerts.

May 2008 - Apr 2009: *Web Developer at BYU Broadcasting*

- I built a web interface for navigating between various live streams and a library of on-demand content. (Using .NET, JavaScript)
- Named employee of the year.

Education

Beginning Aug 2017: *MS in Computer Science from Georgia Institute of Technology*

- I am currently pursuing a degree in the Online Master of Science in Computer Science program at Georgia Tech. I plan to specialize in machine learning and computer perception.
omscs.gatech.edu

Aug 2009: *BS in Computer Science from Brigham Young University*

- My team won our capstone competition with an iOS game called TapIt, and the experience helped launch my interest in the platform.
cs.byu.edu/article/wrap-cs-demo-day-huge-success

Skills

Backend

- Java (Tomcat, Spring, Hibernate)
- Go
- Nginx, MySQL, Redis, Firebase
- AWS SDKs and CLI tools
- AWS administration, including IAM, VPC, ELB, CloudFront, and more
- Docker
- Bash scripting

iOS

- Objective-C and Swift
- Core Animation, Core Data, Core Graphics, MapKit, TextKit, and other 'kits and frameworks

- Interface Builder and Auto Layout
- 3rd party libraries including Firebase, Fabric, and Alamofire

Bonus

- Git (including GitFlow and other workflows)
- Trello, Jira
- Sketch, Photoshop
- JavaScript, CSS, HTML, and light experience with Angular
- Light experience with Octave and Python for machine learning
- Self-motivated, always learning, and a builder at heart.