

Michael Sean Hansen

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Cambridge, MA

[T-shaped](#) developer with senior/lead level experience on iOS. 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 micro-services system. (Using Tomcat, Go, Redis, MySQL, AWS, 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** my highlight was 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 network.
- I built a system for full offline use, including posting, with a priority queue of outgoing uploads.
- I built custom UI components for the app and got up to speed on a bunch of iOS frameworks including Core Location, MapKit, Address Book, and more.

Nov 2009 - Apr 2011: *Developer at Textopoly*

- As the sole developer at the digital marketing shop, I built a platform for sending SMS and social media broadcasts to subscribers, 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 explore the lineup through a custom carousel widget, view photos and video, find a nearby dealer, 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

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
- During my final semester I built an iOS game - **Night Run** - as a personal project. It was a platformer with OpenGL graphics and a combination of touch and accelerometer input.

Thanks!

Feel free to hit me up for more info, or if you want to chat about film, coffee, travel, or anything geeky.

