

KEN TORIMARU

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SUMMARY

Full lifecycle iOS software developer for iPhone, iPad, Apple Watch and Apple TV.

SKILLS

Swift • Objective-C • iOS • Cocoa Touch • Xcode • Interface Builder • Storyboards • REST • JSON • Git • SQLite • MySQL • Crashlytics • Test Flight • Cocoa Pods • Java

EXPERIENCE

Contract iOS Developer

GE Power, October 2016 - April 2017

Worked on the APM Mobile team building a native iOS app. Responsible for the implementation of app state restoration, multiple features and UI changes. Participated in the planning for a Core Data implementation, daily stand-ups and other agile activities.

Developed a working prototype iPad app for monitoring turbine performance in real time. The app itself was a UDP client which graphed incoming data using Quartz 2D. Built UDP server to simulate a data feed. Later converted the app to utilize an available http feed.

Developed a WatchOS prototype. Responsible for all development based on an evolving design. Used Quartz 2D graphic extensively. Developed in Swift.

Developed a fully functional tvOS prototype. Responsible for all development including working with the designer. Utilized MapKit using custom tiles and annotations. Utilized URLSession objects for login system and data procurement. Imported and utilized SJCL encryption library via JSContext object.

Construction Data Systems, July 2016

Upgraded the app's interface utilizing Storyboards and Apple's Human Interface Guidelines. iPad support was added along with an upload monitoring feature. The NSSession object and Swifty JSON was used for data communication. Fixed a photo issue for non-EXIF compliant browsers utilizing Core Graphics. Multiple bug fixes. Development was in Objective C.

HopSkipDrive, March-May 2016

Stabilized and added features to existing Swift codebase. The NSSession object and Swifty JSON was used for data communication. Managed two mission critical releases. Improved workflow and code management practices.

Owner, torimaru.com, 2005-Present

iOS development from the opening of the App Store. Experience includes use of the following frameworks: AddressBook, AudioToolbox, Contacts, CoreData, CoreGraphics, CoreLocation, Foundation, GameKit, iAd, libsqlite3, MapKit, MediaPlayer, MessageUI, QuartzCore, Social, SpriteKit, Twitter, UIKit, WatchConnectivity, and WatchKit.

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Apps include AddingMachine, I'm Here, QuickLight, one touch dialers, Sale Price %, Icon Dial, Caw Of Doody (with Unity), Balloon Bounce, Balloon Pop, Hashtag Notes, and Jacks or Better Video Poker. Hashtag Notes and Jacks or Better Video Poker included an Apple Watch interface. An Apple TV version of Video Poker is also available. Both Video Poker games were written in Swift.

Director of Mobile Technology, SmallPlanet, Inc., 2004-2006

SmallPlanet was an early social networking company which attempted to differentiate itself by entering the soon to emerge mobile space.

Developed the friend finder software which enabled cell phones running the software to locate other proximate phones and then notify the cell's owner with an abbreviated profile. The software was based on J2ME and Bluetooth.

Developed a Google Map-based social networking website which the Google Latitude system would eventually resemble.

Independent Software Developer, 2001-2004

Developed casual gaming software in J2ME for the Symbian operating system. Software was distributed through Handango and the Nokia Software Market.

Technology Director, ClickZ, Inc., 1999-2001

ClickZ was a publisher of internet marketing newsletters utilizing a CGI-based content management and delivery system which was not scaling fast enough to accommodate the rapid growth. Management planned an expansion into conferences and physical print publishing. ClickZ was sold to Internet.com and new management planned a four-fold expansion.

Transitioned the content management system to java servlet technology. Created an e-commerce system for conference registration and payment, Developed a sales systems for book publishing. Updated the email newsletter publishing system. Recruited and managed a programming team to facilitate expansion. Integrated existing systems with the new parent company systems.

Independent Software Developer, 1996-1999

Developed websites and commerce systems on a contract basis. Specialized in dynamic data driven applications.

SurfSpot.com

Built an entrepreneurial web venture to provide real time images of surf conditions. Developed a robotic camera system to capture images, create time-lapse video, and upload data to a web server. Developed website for distribution of the image data and built a searchable database of surf related companies.

EDUCATION

Stanford University Coursera, Machine Learning Certificate, January 2016

California State University Northridge, B.S. Business Administration

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OTHER INTERESTS AND PROJECTS

Electronic Hardware Development and Arduino Coding

Developed a GPS based robotic cameraman and a IoT sprinkler system with an iOS client control program. Currently developing a WiFi temperature gauge for smoking meat also with an iOS control program that runs in the background and provides predictive warnings for temperature variants.

Open Source Contributions

Contributed to the SwiftyPickerPopover open source project.
<https://github.com/ktorimaru/SwiftyPickerPopover>