

Sean Dougherty

Mobile Software Engineer

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EXPERIENCE

Ello, Denver — *Mobile Lead*

January 2015 - PRESENT

As Mobile lead I develop and oversee both of Ello's Android and iOS applications. Our mobile team has between 2 and 7 engineers depending on the greater engineering team's focus. We encourage engineers to work in all areas of the product. Most of my time is spent in Swift but a week of work may see commits written in Java, React.js, Rails, Go and Lua.

Ello, Denver — *VP Engineering*

October 2015 - May 2016

As VP Engineering I managed a team of 8 diverse engineers working on Ello's suite of roughly 20 applications and services working in concert to deliver millions of posts and interactions across Ello's network.

GoSpotCheck, Denver — *Principal Mobile Engineer*

May 2014 - September 2014

Lead the development of GoSpotCheck's iOS application written in Objective-C using TDD and CI to deliver stable, performant and timely releases on an 8 developer agile programming team. My primary contributions to the product involved writing Objective-C with a smaller amount of time spent working on the Android and Rails apps.

process255, Denver — *Owner*

October 2009 - January 2015

process255 is a mobile development consultancy offering mobile and back end development. While running process255 I worked with agencies, existing development teams and greenfield startups. Many of the projects involved solo iOS development while others required me to build teams of 5 or 6 developers to deliver APIs, websites, Android and iOS apps. I worked as business owner, developer and product manager. My clients included SNOCRU, RedRobin, StoryVine, CirrusMD, Mode Set, Factory Design Labs, GoSpotCheck, Ello and others. Starting in 2010 I focused primarily on native iOS development.

Creating software has always been a creative outlet for me. I love learning new languages, technologies and approaches. I love learning from other programmers and teaching other programmers. But ultimately, my love of programming comes from creating something that people enjoy using. An application that people want to use, that solves a problem for them, makes their life easier, helps or entertains them. I'm lucky I get to build products that matter to the people who use them.

LANGUAGES

Expert: Swift, Objective-C
Intermediate: Java
Familiarity: Ruby, JavaScript, HTML/CSS

Website:

<http://sean@dougherty.com>

Github:

<https://github.com/steam>

LinkedIn:

<https://www.linkedin.com/in/sean-dougherty-0b79b416>

Factory Design Labs, Denver — *Lead User Interface Developer, User Interface Development Director & Sr. Director of Interactive Services*

April 2007 - October 2009

Management of Interactive Services staff, client relationships, client projects, revenue generation, financial reporting and budgeting, and executive duties. Department head of a 15+ person development team consisting of user interface, application, iPhone, mobile and game developers.

Xylem Interactive, Denver — *Web Developer & Technical Manager*

October 2004 - April 2007

Lead the development team responsible for delivering web applications, desktop applications and interactive marketing components authored in .NET, Flash, HTML/CSS/JavaScript and Java. Technical liaison to all clients and non-technical internal staff.

EDUCATION

Colorado State University, Ft. Collins — *B.F.A.*

2001

PROJECTS

Ello — <https://ello.co>

Designed by creators, for creators. A community of creators sharing amazing work and positive interactions. I work on a cross-functional team of engineers building our iOS and Android apps. Following the lead of companies like Artsy we are transitioning everything we possibly can to open source. Ello's values as a public benefit corporation align with my own. Respecting the user, respecting their privacy and data, and not being shady make working on the product a pleasure. Ello's scale and product offer a continual set of learning opportunities. The stack includes ~ 20 back end and front end applications working together. I've learned a ton about service-oriented architecture, distributed systems and Ello is my first full Swift iOS app, a big plus. At the time of launch in June of 2015 we were likely one of the largest 100% Swift apps in the app store.

GoSpotCheck — <https://www.gospotcheck.com>

Real-time field intelligence through their mobile data collection platform. I worked with a team of engineers building and maintaining GoSpot's iOS, Android and Rails applications. GoSpot has such a great

culture that I left the consulting world to join them full time. My interest and love for testing and pair programming was fostered through my interactions and time spent at GoSpot.

CirrusMD — <http://cirrusmd.com>

A telemedicine platform that connects patients and doctors through real time video and chat. I built the first version of their iOS application. CirrusMD is a great company and a wonderful group of people. This project was particularly interesting due to it's use of realtime 2-way video, audio and web sockets for text chat.

Storyvine — <http://www.storyvine.com>

Storyvine allows storytellers to self-produce interviews via a structured, data-driven platform and iOS app. I helped build and maintain their iOS app. This project gave me the opportunity to work with large video capture and custom video player UI. A key area of interest for me involved implementing background uploads, pausing, resuming and synchronization of multi-gigabyte collections of files.

SNOCRU — <http://www.snocru.com>

An app for snowsports enthusiasts. Using the device's GPS and a network of other users SNOCCRU enables you to track your runs, locate friends on mountain and compete on leaderboards for runs, speed and vertical feet. SNOCCRU was my first project as a consultant that required landing the client, planning, designing and building a back end, web app, Android app and iOS app. Over the course of 2 years I released several updates to all three products while managing a 6 person development and design team. Most of my time was spent writing the iOS app. One of my favorite parts of my time on SNOCCRU was learning about and utilizing the unique features and capabilities of mobile devices. To this day SNOCCRU is the only application I've written code for while riding a gondola up and down a mountain to fine tune ski run tracking and mapping features.

More Projects Available Upon Request