

SUMMARY

I create native mobile applications for the Android and iOS platforms using Xamarin and Flutter technologies, backed by over 25 years of professional software development experience. I have successfully worked remotely for a variety of employers and clients since 2008.

TOOLS/TECHNOLOGIES

LANGUAGES

C, C++, C#, Dart, Java, ObjC/Swift

MOBILE

Android, iOS Native Apps (Xamarin)

SERVER

ASP.NET MVC 5.x/Core, Web API, Java, Spring

WEB

Angular.js, Bootstrap, jQuery

DATABASE

SQL Server, T-SQL, SQL Azure, Entity Framework 6/Core

CLOUD

Azure, VSTS (CI, CD, Build and Release management)

TESTING

MSTest, NUnit, xUnit, Moq

EXPERIENCE

MOBILE APP ARCHITECT CONSULTANT

E. A. RENFROE

JANUARY 2018 – SEPTEMBER 2018

Designed UX and implemented mobile apps using Xamarin.Forms for the iOS and Android platforms. Extensive customizations including custom layouts, animation, styling and UI components.

MOBILE APP ARCHITECT CONSULTANT

MYNABAY / OOMA

JULY 2017 – NOVEMBER 2017

Provided architectural guidance and initial implementation of the Ooma Telo Setup app for the Android and iOS mobile platforms. Implementation details included the user interface as designed by Ooma internal resources, data modeling, business logic and web services integration.

MOBILE APP ARCHITECT, SENIOR SOFTWARE ENGINEER

INTL FCSTONE

FEBRUARY 2017 – JANUARY 2018

As part of the team responsible for the eCustody equity portfolio management platform, I was responsible for developing backend enhancements for existing web apps and new native mobile apps for the Android and iOS platforms using Xamarin.Forms.

APPLICATION ARCHITECT, FOUNDER

ANSURIA SOLUTIONS

APRIL 2013 – PRESENT

Founded a professional services provider to create web, mobile and desktop application solutions on behalf of clients. Served as technical architect and manager of a team consisting of 7 part-/full-time engineering, QA and PM resources.

TECHNICAL ARCHITECT

UNIVERSAL MIND

JANUARY 2008 – APRIL 2013

Provided software engineering services on behalf of company to a variety of Fortune 100 clients, including Adobe



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SUMMARY

I create native mobile applications for the Android and iOS platforms using Xamarin and Flutter technologies, backed by over 20 years of professional software development experience. I have successfully worked remotely for a variety of employers and clients since 2008.

Professional Services, Intercontinental Hotels Group, SAP, T-Mobile and Verizon Wireless. Utilized agile development processes (stories, points, sprints) and unit testing with various CI build systems (CruiseControl, Hudson/Jenkins and TeamCity) to ensure product quality.

SENIOR SOFTWARE ENGINEER MANTISSA CORPORATION AUGUST 1998 – JANUARY 2008

Responsible for development of company's document management software offerings on the Windows PC platform using C++/MFC from 1998 to 2005, and multiple rich internet applications from 2006 to 2008 using Adobe Flex.

OPEN SOURCE

XFGLOSS (XAMARIN.FORMS ADD-ON)

A styling enhancement for Xamarin.Forms-based mobile applications. The NuGet package has over 47,000 downloads as of September 2018.

<https://github.com/tbaggett/xfgloss>

<https://www.nuget.org/packages/Ansuria.XFGloss>

CERTIFICATIONS

XAMARIN CERTIFIED MOBILE DEVELOPER

Certified in 2013 and 2016

MICROSOFT CERTIFIED PROFESSIONAL, C# SPECIALIST

Certified in November 2016

AWARDS

PC WORLD READER'S CHOICE AWARDS

Winner, Sound Editing Software

Finalist, Best Multimedia Creative Tool



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