

# Michael Amundsen

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## TECHNICAL EXPERIENCE

### WeLiv

iOS App - A social app for photos with private or public bubble sharing - [WeLiv.com](#)

- Migrated to Swift 3
- Overhauled project's architecture to follow the MVC pattern, introduced models, and Swift 3 best practices
- Adapted static device layouts to programmatic Auto Layout

### Walkmore

iOS App - An exciting new way to accomplish your recommended daily exercise goals - [App Store](#)

- Implemented HealthKit enabling users to see their current exercise data
- Used CoreMotion to track workouts in the background so they can be stored in HealthKit
- Integrated Foursquare API to generate points of interest along the way

## SKILLS

- iOS
- Swift
- Universal App Development
- Interface Builder
- Programmatic Auto Layout
- Sketch
- Photoshop, Illustrator, InDesign
- Final Cut Pro
- Technical Tutorials

## EMPLOYMENT HISTORY

**NYC DevShop** - iOS Developer, New York, NY  
December 2016 to Present (Company Acquired)

- Identified sources of broken features, created, and pitched WeLiv project rebuild strategy
- Rebuilt inherited code base within 6 weeks to conform to Swift 3 best practices as sole iOS Developer
- Restored code base to working state, while efficiently communicating with the client throughout the development process

**MakerBot** - Instructional Designer / MakerBot Trainer, Brooklyn, NY  
October 2013 to June 2016

- Built and pioneered MakerBot Learning, an educational program for clients to implement 3D modeling and printing into their business or school
- Appointed by the CEO to help develop MakerBot's educational market strategy by conducting user research and developing short and long term educational product roadmaps
- Developed and launched in four weeks 35+ online training courses for sales partners as Lead Content Developer for MakerBot University's Learning Management System

**Apple** - Genius Admin / Mobile Technician / Visuals Specialist, Palo Alto, CA  
July 2010 to September 2013

- Managed all incoming device repairs, prioritized repair queue, and guided customers through the repair process to increase overall customer satisfaction with the company and product
- Conducted customer mobile device appointments and provided mobile device software troubleshooting and hardware repair

## EDUCATION

**Flatiron School** - New York, NY - August 2016  
iOS Development, Swift and Objective-C

**San Jose State University** - San Jose, CA - May 2013  
Bachelor of Fine Arts: Digital Media Arts, Minor: Anthropology