

# Keith Ermel

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## Skills

Swift, Objective-C, iOS, JavaScript, node.js, Java, Android, Git, TDD, Agile, Scrum, Kanban

## Employment History

### **Microsoft** - San Francisco, CA | April 2013 - February 2016

During my time within Studio 415 at Microsoft I've had the pleasure of helping to build some innovative iOS apps. My particular focus has been on crafting the app's UI, bringing to life the simple, beautiful and delightful user experiences envisioned by our talented designers.

All have been built utilizing Auto Layout with proportional widths and heights to ensure a consistent experience across different sized devices. Our designers came up with beautiful animations and transitions that were made possible through UIView animations, implicit CALayer animations, Core Animation, along with a bit of UIKit Dynamics.

Storyboards and segues were used where appropriate, but when necessary I'd build it using code.

We used continuous integration to automatically build, archive and regularly release through TestFlight (and then HockeyApp) for feedback from internal test users. We made it a priority to address any serious issues (which included seemingly little things like spelling errors) to let folks know we were listening.

We would regularly profile the app to ensure its robustness, looking for memory issues, making sure the app was behaving well energy wise, along with watching for any drops in consistently high frame rates to ensure the user experience was as smooth as it should be.

The code itself was crafted to be clean, understandable and maintainable, backed by unit tests that were regularly checked on each CI build.

We used a combination of Objective-C and Swift.

On the side I have been developing a personal framework using Swift 2 that allows me to readily build apps that will work across multiple platforms (iOS & OS X, tvOS soon), with the goal of writing as much common, reusable code, and only what's absolutely required for use on a specific platform. This includes a very simple, declarative means of constructing and animating views (UIView, NSView).

### **Barnes & Noble Digital Products** - Palo Alto, CA | January 2011 - February 2013

A member of a small team that developed the Nook app for iOS. My contributions to the project included developing the module for the display of comic books and graphic novels, leading the effort for internationalizing/localizing the app, making the app accessible, as well as helping the team in improving the performance and robustness of the app (which helped to elevate our App Store approval rating to 4 stars). Prior to working on the iOS client, I was involved in the development of the Android Nook client app.

### **Adobe Systems** - San Francisco, CA | January 2010 - January 2011

A Senior Consultant within the Global Consulting Services organization, I was involved in the development of enterprise RIA applications using Flex and ActionScript, crafted using TDD, pair-programming, regular code reviews via a lean agile/scrum approach.

**Blurb, Inc.** - San Francisco, CA | August 2007 - December 2009

Helped develop the BookSmart client application that Blurb provides free to its customers to create bookstore-quality books. Downloaded and used by over 500,000 users.

**Dorado, Inc.** (Contractor) - San Mateo, CA | January 2006 - August 2007

Was involved in the creation of an Flex/ActionScript application designed for use within the mortgage industry.

**Quality Process** (Contractor) - Sausalito, CA | June 2005 - January 2006

Concentrated on the creation and administration of Linux-based systems for some local non-profit organizations.

**Intersperse, Inc** - Pasadena, CA | February 2002 - February 2005

Was a primary contributor to the development of the Swing-based GUI front-end of an enterprise J2EE management and monitoring application that utilized JMX and SNMP.

**ClickAction, Inc** - New York, NY | September 2000 - October 2001

Developed several Swing-based tools for an enterprise CRM system, including an application utilizing direct-manipulation Venn diagrams for easily specifying complex relationships within email marketing campaigns.

**WhatsHotNow.com** - Marina del Rey, CA | January 1999 - September 2000

Was a principal developer of a high-traffic servlet/JSP-based licensed merchandise e-commerce website that also included a community-based ratings system.

**Berkley Systems** (Contractor) - Venice, CA | March 1998 - January 1999

Developed puzzle-based games for the first set of *AfterDark* games. Also worked on the *Austin Powers: The Spy Who Shagged Me* game, which utilized the *You Don't Know Jack* game engine.

**Citibank** (Contractor) - Marina del Rey, CA | July 1997 - March 1998

Was a senior software engineer responsible for developing an NT-based device driver for a smart-card reader that Citibank was pilot-testing in their ATMs in the United States, Asia and Europe.

**Arachnid Software** - Santa Monica, CA | September 1996 - July 1997

An early adopter of Java technology, I was responsible for the implementation of an AWT-based website content management client application.

**Compaq Computer** - San Bruno, CA | June 1995 - September 1996

Worked on an R&D project that sought to provide a metaphor-based choice of user interfaces for owners of Compaq home computers. Patent #5,835,094 was awarded for this work.

**Sony Imagesoft** - Monterey, CA | July 1993 - June 1995

Developed CD-ROM-based edutainment titles for a division of Sony.

**Borland, Inc** - Scotts Valley, CA | August 1991 - July 1993

Developed several key aspects of a Windows-based reincarnation of the successful SideKick DOS application.

**Peter Norton Computing** - Santa Monica, CA | June 1986 - August 1991

Was the 12th employee of this company that made its name in data recovery. Worked on Norton Utilities, Norton Commander and Norton Desktop for Windows.

## **Education**

Bachelor of Arts, California State University Northridge - 1983

Certificate in Computer Science, UCLA Extension - 1985

## **Other**

Co-inventor of patent #5,835,094 - *Three-dimensional computer environment*, 1995

Co-author of the *Insider's Guide to Software Development* published by Que Press, 1994