Ian G Ynda-Hummel A hands-on technical leader with a specialty in iOS development
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Work Experience

CO Everywhere / Ground Signal (*Director of Engineering, Product*)   6/2013 - Present

- Alongside a non-technical colleague oversee a team of, at any given time, 2-3 engineers and 1-2 designers.
- Established and continue to manage practices around development and release cycles keeping things on the order of at least a release a week, allowing for faster turnaround on prototypes and experiments.
- Contribute as an engineer towards our primary web application, working on every part of the stack from low-level model design and management, to performance of Rails controllers, to frontend JavaScript application design, to component styles using Slim and Sass.
- Contribute as an engineer towards the platform that gathers and processes the data our products rely on, including some basic computer vision using OpenCV for detecting spam images.
- Fully architected and developed 2 separate iOS applications, one in Objective-C and later one in Swift. Note that neither app is currently under active development.
- Trained and mentored a junior developer in iOS development.

Twist (*Software Engineer*)   8/2011 - 5/2013

- Designed and implemented iOS app, including extensive work on storage using the CoreData framework, user interface design and implementation, and networking infrastructure.

Internships

Box   1/2011, 5/2011 - 8/2011

Developed experimental uploader application for Mac OS X, worked extensively on a major refactoring of the iOS product, and worked on the design and implementation of the iOS SDK.

Lablife   6/2010 - 7/2010

I worked on a categorization system in Ruby for an extensive product catalog.

ShopItToMe   6/2009 - 8/2009

I implemented an HTML scraping and processing framework with a DSL API in Ruby to streamline processing of retailer data as a replacement for an existing Java framework.

StreamBase Systems   6/2008 - 8/2008

I produced a demo application for inclusion in the StreamBase IDE for displaying real-time updates of profit and loss in a Java graphical interface.

Projects

Amethyst (https://github.com/ianyh/Amethyst)

- Inspired by Linux tiling window managers like xmonad and i3, Amethyst automatically manages windows in the same style on Mac OS X.
- Built the product from the ground up, navigating the perilous waters of Apple's Accessibility framework to manage window size and position.
- Manage open source contributions, as well as bugs and feature requests from a core user base at least in the hundreds.

Highball (https://github.com/ianyh/Highball)

- A version of Tumblr's iOS app written in Swift with modifications to suit my usage patterns.
- Originally a playground for new technologies, has grown into an almost complete client ready for the App Store.

Education

Massachusetts Institute of Technology
B.S. in Computer Science and Electrical Engineering 2011