

Jon Trainer

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Technical Summary

Mac OS X	Cocoa, Objective-C, C, C++, Core Data, Core Animation, SQLite, OpenGL, Xcode, InterfaceBuilder
iPhone	Cocoa, Objective-C, C, Core Animation, SQLite, OpenGL ES, Xcode, InterfaceBuilder
Web	php, MySQL, HTML, CSS, Java-Script, XML/XSL

Professional Experience

Outer Level - Boston, MA Owner and Lead Developer July 2000 – Current

- **LicenseKeeper** – Created a software license management application for the Apple Mac running OS X. Developed with Cocoa, Objective-C, Core Data, SQLite, XML, and Xcode.
- **Bullfrog Touch** – Lead team in the design and development for this arcade style video game for Apple's iPhone and iPod Touch mobile platform. Game developed with Cocoa, Objective-C, C, OpenGL ES, OpenAL, UIKit, Core Animation, SQLite, and Xcode. Online global high scores built with Apache, php, and MySQL.
- **Bullfrog** – Designed and developed a computer game for the Apple Mac running OS X. Development was done using Cocoa, Objective-C, C, and Xcode. Internet-based High scores list was built using Apache, php, and MySQL, on Linux.

SportStaz LLC - Harper Woods, MI Contract iPhone Developer October 2009 – January 2010

- **(Not Yet Released)** – Developed an iPhone app using Apple's iPhone SDK, Cocoa Touch, Objective-C, Core Animation, Core Location, Web Services, and Xcode & Interface Builder.

Quattro Wireless - Waltham, MA Contract iPhone Developer November 2008 – February 2009
(Apple Mobile Advertising)

- **iPhone Advertising Framework** – Designed and developed a static library for third party iPhone developers to easily display advertisements in their applications. Technologies included iPhone SDK, Cocoa Touch, Objective-C, Core Animation, SQLite, XML, Web Services, Python, and Xcode & Interface Builder.

Urban Interactive - Somerville, MA Contract iPhone Developer June 2008 – October 2008

- **uSonar** – Lead developer for this mobile social networking application for Apple's iPhone and iPod Touch. Technologies included iPhone SDK, Cocoa, Objective-C, XML, Web Services, and Xcode & Interface Builder.

Ilios Inc. - Boston, MA Contract Mac Developer May 2007 – June 2008

- **Report Client** – Developed a new Mac OS X desktop application to interface with a web service for defining and viewing remotely created PDF reports. Technology included Cocoa, Objective-C, Core Data, XML, Web Services.
- **Custom Controls Library** – Created several custom user interface controls for use in Mac OS X application development projects. Controls included a breadcrumbs hierarchal navigation control, a transparent fading status window, and specialized progress indicator. Controls were developed in Cocoa, Objective-C, and Xcode.
- **Web Services Long Request Client Library** – Developed a specialized class library for communicating with long running web service requests. The classes handle periodic progress messages during the long execution of asynchronous web service communication. Developed using Cocoa, Objective-C, XML, and Xcode.

Zarra Studios - Colorado Springs, CO Contract Mac Developer October 2006 – August 2007

- **Simply Elegant Sales** – Developed new functionality and fixed bugs for the 1.4 release of this Mac OS X Point of Sale application. Development work included Cocoa, Objective-C, and Core Data.
- **Headdress** – Provided development work for an application that manages the default Mac OS X Apache installation. Development technologies included Cocoa, Objective-C, Core Data, and Xcode.

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Education

Purdue University, West Lafayette, IN

August 1989 – December 1993

- BS, Computer Science

Columbia College, Chicago, IL

February 1994 – December 1995

- Film & Video Production, Animation, Cinematography

Honors and Awards

- Macworld Magazine named LicenseKeeper a Mac Gem in September 2008.
- Macworld Magazine awarded 4/5 mice to LicenseKeeper in July 2008.
- Apple named Bullfrog for Mac a Featured Download on their Games: Kids & Learning web site for five months spanning August 2006 through December 2006
- Apple named Bullfrog for Mac a "Staff Pick" in January 2007.
- Bullfrog for Mac was a Top 10 Download from August 2006 through January 2010 on Apple's Games: Kids & Learning web site.