

Mike Swan

iOS & OS X Developer

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Self taught Objective-C and Swift developer with eleven years of learning and doing, looking for a place to share my existing skills while sharpening them and learning new ones. I care deeply about user experience in software and work to always make everything I write have the best experience I can provide.

Languages: Objective-C (11), Swift (1.75)

Development Software: Xcode(11), Git (5)

Platforms: Mac OS X (23), iOS (7)

Technologies: Cocoa (11), Core Data (10), Cocoa Bindings (10), UIKit (7)

- **[TMS CoreDataEntityViewProtocols](#)** — iOS Protocols — 20 Jan 2016 - **Sole Team Member**

Written in Swift

An open source set of protocols to simplify displaying Core Data entities in table views and collection views. Makes use of Swift's ability to have default implementations for protocols in extensions. A class conforming to the protocol only has to implement a couple short functions to have Core Data entities displayed in either a table or collection view. It can also be easily adapted for use with other views that need to display entities.

Responsible for all aspects of the project currently as it is very new and has yet to collect contributors.

- **[TMS DocumentBrowser](#)** — iOS Library — 1 Sep 2015 - **Sole Team Member**

Written in Swift

An open source library for document based iOS apps that provides most of the functions found in Open and Save sheets on OS X. Uses UIDocument, iCloud, Collection Views, & Delegate Protocols.

Responsible for all aspects of the project currently as it is very new and has yet to collect contributors.

- **[Ashtanga Yoga](#)** — iOS — released 15 Jun 2013 - **Sole Developer & Technical Advisor**

Written in Swift

Provides information about Ashtanga Yoga along with showing the poses for each sequence. Developed as part of a team with two others: Amy Cheung (concept and illustrations) and Jonas Rådahl (audio and text). Uses Core Animation, Gestures, and Core Audio.

Responsible for writing and maintaining all the code as well as providing guidance to the other team members as to how to best supply the various assets. Also responsible for collecting the App Store submission package elements and submitting the app.

Info

Summary

Skills

Open Source

iOS Apps

- **DMX Ref** — iOS — released 25 Aug 2008 - **Sole Team Member**
Written in Objective-C
Application that takes care of the math involved with DMX addresses used in entertainment lighting through four highly focused tabs.
Responsible for all aspects of production from concept to design to implementation.
- **DMX DIPster** — iOS — released 2 Aug 2008 - **Sole Team Member**
Written in Objective-C
iPhone application for converting DMX addresses used in entertainment lighting into the proper DIP switch settings (basically a binary number) and back again.
Responsible for all aspects of production from concept to design to implementation.
- **myIncome** — OS X — released 2 Dec 2011 - **Sole Team Member**
Written in Objective-C
Application for tracking how many hours you have worked for each employer and whether you have been paid for those hours or not. Provides breakdown by employer and income type, as well as monthly and yearly totals along with a simple budget input.
Uses Core Data documents.
Responsible for all aspects of production from concept to design to implementation.
- **DMX Ref** — OS X — released 7 Jul 2010 - **Sole Team Member**
Written in Objective-C
Mac version of the iPhone application.
Responsible for all aspects of production from concept to design to implementation.
- **DMX DIPster** — OS X — released 27 Nov 2004 - **Sole Team Member**
Written in Objective-C
Mac application for converting DMX addresses used in entertainment lighting into the proper DIP switch settings (basically a binary number) and back again. (retired)
Responsible for all aspects of production from concept to design to implementation.

UNC School of the Arts — 1997-2001

Winston-Salem, NC

BFA in Theatre Design and Production June 2001.

[Best Practices for iOS User Interface Design](#) (UC - Irvine via Coursera.org)

[App Design and Development for iOS](#) (University of Toronto via [coursera.org](#))

Apple TV Tech Talk 2016

[Networking and Security in iOS Applications](#) (UC - Irvine via Coursera.org)

[iOS App Development Basics](#) (University of Toronto via [coursera.org](#))

[Learn Git](#) (CodeAcademy.com)

[Foundations of Objective-C App Development](#) (UC - Irvine via Coursera.org)

[Introduction to Swift Programming](#) (University of Toronto via Coursera.org)

WWDC 2011

iPhone Tech Talk World Tour 2008 & 2009

CocoaHeads NYC Member 2006 - present

Blog posts about software development for Apple platforms.

Technical reviewer [Core Data for iOS](#) by Tim Isted and Tom Harrington published in 2011 by Addison Wesley