

CAREER OBJECTIVE

To leverage my 18+ years in software development—specializing in iOS and mobile app innovation—in a dynamic, collaborative, and results-driven developer role. With a decade of crafting high-performance, user-focused iOS apps using Swift and extensive experience in full-stack web development (PHP, Laravel, JavaScript), I aim to build impactful mobile and web solutions that scale seamlessly. Passionate about pushing mobile tech boundaries and optimizing workflows, I thrive in agile environments that foster growth, experimentation, and cutting-edge results.

ACHIEVEMENTS & HIGHLIGHTED SKILLS

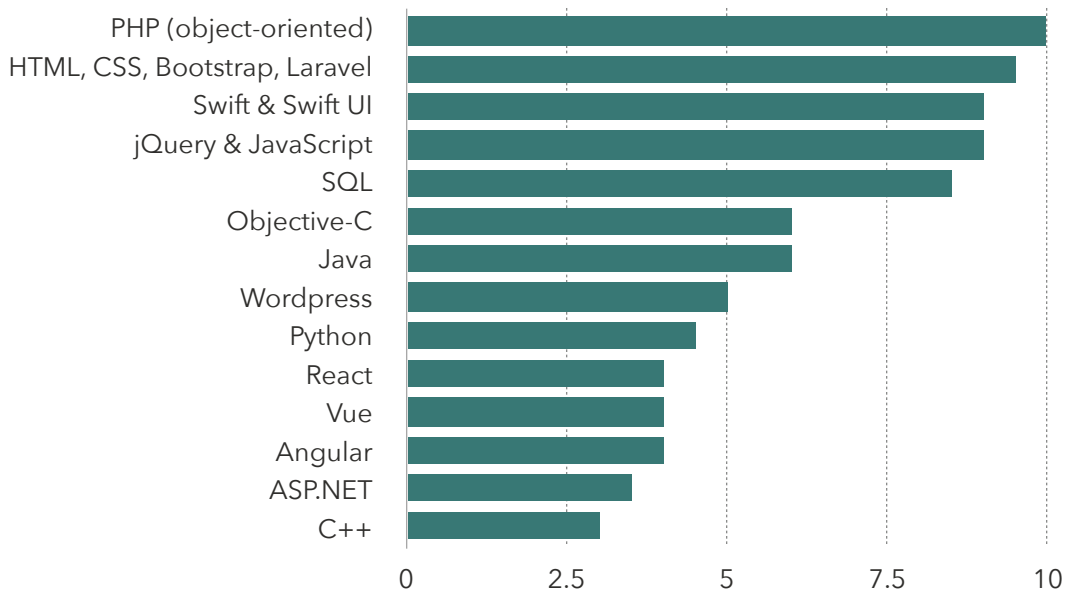
iOS Mobile Development: 10+ years of iOS app development (since 2014), specializing in Swift and SwiftUI to build and deploy multiple apps—internal tools, external client projects, and published titles on the App Store. Expertise in native mobile app development, including Swift, Objective-C, SpriteKit, and cross-platform workflows integrating Java and Kotlin for Android (Google Play Store experience). Skilled in mobile game development, REST APIs, JSON, and agile methodologies (Scrum, Kanban) using Xcode, Git, BitBucket, and CI/CD pipelines.

Full-Stack Development: 18+ years crafting robust web solutions with PHP (Laravel, Symfony, Slim), JavaScript (React, Vue, jQuery), HTML, CSS (Bootstrap), and MySQL, delivering scalable SaaS platforms, custom dashboards, and headless/traditional WordPress systems (ACF). Proficient in backend technologies (Linux, Apache, NGINX, ASP.NET, C#) and front-end frameworks, with a design eye for pixel-perfect, user-focused interfaces. Additional experience with Python, C++, Visual C#, FileMaker Pro, and SourceTree for version control and DevOps workflows.

ADDITIONAL SKILLS: Exposure to ChatGPT API, LLM prompt crafting, machine learning, Alexa Skills, Salesforce, and Lotus Notes. Creative toolkit: SEO, SEM, paid advertising (AdWords, Yelp), HubSpot Inbound Marketing (certified), YouTube content creation, and Canva.

Software & Platforms: Xcode, Adobe Creative Suite, Android SDK, Final Cut Pro, Google Analytics, Google Suite, MailChimp, Microsoft Office, Shopify, Affinity Photo, Facebook Manager, TweetDeck, Hootsuite, Zapier, IFTTT. Nearly 10 years with Canon Camera Systems for multimedia projects.

SKILLSET VISUAL



PROFESSIONAL EXPERIENCE

FREELANCE WEB & APP DEVELOPER; (REMOTE)

+ SOFTWARE DEVELOPER – JULY 2024::PRESENT

- Personal project – Designed and launch "MKE Game Social", an iOS app that focuses on connecting venues, game-night communities and the trivia-loving patrons in Milwaukee Wisconsin. The companion website serves as portal that not only mimics some app functionality, but also allows community leaders and venue owners to post, analyze analytics and advertise – leveraging Laravel/PHP for the backend and website, dashboard and advertising system, Swift (iOS) for the mobile app, and a responsive frontend using JavaScript and Bootstrap.
- Built several modules for a scalable e-commerce SaaS product using JavaScript, jQuery, PHP, Laravel, and MySQL. Developed ASP.NET-to-PHP API bridges for seamless data import, designed OOP classes for email notifications, product orders, and inventory adjustments, and implemented live cart session handling for real-time updates.
- Specialized in DevOps setups, configuring multi-version PHP and MySQL servers for optimized development workflows. Contributed to LLM chatbot enhancements using Python, React, vanilla JavaScript, and CSS, and performed Laravel and PHP version upgrades to ensure compatibility. Created interactive metric dashboards and modules using JavaScript (charts), jQuery, and PHP, and collaborated with a team to develop intranet tools leveraging Laravel and MySQL.
- Personal project – Developed and published FrugalFoodie, an iOS app for managing finances and logging spending habits, now available on the Apple App Store, using Swift.
- Personal project – Designed and launched "Get Line Dancin'", a community-focused SaaS product with a multi-tier (users, community leaders, venue owners, advertisers), multi-platform architecture, including an iOS application as its centerpiece – leveraging Laravel (PHP) for the backend and web login, dashboard and advertising system, Swift (iOS) for the mobile app, and a responsive frontend using JavaScript, jQuery and Bootstrap.

WILLOW MARKETING; INDIANAPOLIS, IN (REMOTE)

+ SENIOR WEB & APP DEVELOPER – JUNE 2021::JULY 2024

- Built multiple custom iOS Apps (internal use & App Store) using Swift 5.9, Swift UI
 - Worked directly with clients & freelance designers. Apps utilized custom APIs and native iOS technologies such as push notifications, maps & location, local storage, etc.
- Built several custom-coded APIs, custom-built Dashboards using JavaScript, Bootstrap 4.x, object-oriented PHP (7.1+), MySQL, CSS 3, HTML 5 and jQuery 3.x.
 - Custom coded Wordpress mods, plugins and Headless Wordpress modules
- Managed Developer Team – mentored and trained junior developers and project managers across mobile app and web development projects using both waterfall and agile project management principles.

- Developer Training – conducted weekly cross-coding & training sessions and crafted custom training projects to increase dev knowledge-base, skillsets and professional development.
- Took lead development role in building large-scale custom dashboard – 20-month development time. Built custom object-oriented (PHP 7.1+) framework for dashboard with Mandrill integration & 12+ CRUD modules (custom JavaScript, jQuery & Plugins).
 - Webflow front-end development utilized. HIPAA compliant server. Custom Forms Builder with PDF Generator (fPDF framework).
- Created custom, centralized, client-nonspecific, platform-agnostic jQuery framework for “Smart Landing Page” software product.
 - The framework logs user activity (e.g. CTA Click, time-on-page), while considering the source of the visit, and uses a custom algorithm to find “winning” combinations by updating images, headings and paragraph content to increase click through rates.
- Authored multiple project proposals and statements of work for full website builds, website platform transitions, website updates and mobile application builds.
- Created and managed several custom internal web tools for project planning and management using Object Oriented PHP (7.1+), MySQL, jQuery.
- Built dozens of websites, web pages and landing pages using Webflow, HTML 5, object-oriented PHP (7.1+), CSS 3, jQuery 3.x and Wordpress 6.x.
- Led multiple client meetings for project research, business results identification, project functionality requirements and UI/UX specifications.
- Spearheaded deployment of new tech-stack involving Webflow, custom APIs (object-oriented PHP 7.1+) & Segment.
- Led implementation of agency-wide AI tools (LLM, et al.) adoption, policy, usage and training.
- Modified and updated dozens of websites on a wide variety of tech-stacks – Higher Logic, Drupal, Wordpress, Webflow, etc.

AGENCYAMG; COLUMBUS, OH

+ FREELANCE SOFTWARE DEV CONTRACTOR – MAY 2020::JUNE 2021

- Built and managed the AgencyAMG brand from inception, including its website, blog, and social media presence.
- Operated as a full-service, digital marketing agency, collaborating with other creative contractors to deliver marketing and software solutions.
- Provided end-to-end digital marketing strategies and web development services under a DBA (doing business as) framework.
- Oversaw project management, client engagement, and creative direction for multiple campaigns.

- Built SaaS solutions (e.g. CRMs) for small businesses and entrepreneurs in the Columbus area. Core technologies used include object-oriented PHP, HTML 5, CSS 3, Javascript, jQuery, and Bootstrap.
- Worked with professionals in the photography, real estate and floral-based industries to create web-based e-commerce solutions and dashboard systems to manage business and sales logistics.
- Created comprehensive digital marketing strategies, utilizing time-synced omni-channel content marketing and distribution for YouTube, Instagram, e-mail, text messaging, Facebook, X, mobile push notifications and dynamic website content.

COUNCIL OF DEVELOPMENT FINANCE AGENCIES; COLUMBUS, OH

+ MANAGER, MARKETING & COMMUNICATIONS – JANUARY 2020::MAY 2020

- In addition to maintaining all tasks from my Coordinator level, I implemented a “Creative Space”, with an inspirational touch, where I lead team discussions about leadership, our mission, our “why” and marketing strategies.
- Continuing to thrive in our fast-paced, start-up mentality culture, I created the CDFA Studio: a multimedia studio to host live events on Twitter and GoToWebinar as well as record new episodes of CDFA TV to further brand reach and create/repurpose even more content.
- Hosted leadership activities during all-staff meetings focusing on actionable items department heads can take to build a positive and engaging company culture.
- Manage brand usage, strategy and integrity of all departments and projects.
- Manage comprehensive pre- and post-marketing efforts of all departments’ webinars, web courses and events.

+ COORDINATOR, MARKETING & COMMUNICATIONS – JUNE 2018::DECEMBER 2019

- Created a four-tiered on-demand video platform – CDFA TV. Tasks include video production, video editing, marketing and production timeline; utilizing YouTube, Vimeo and CourseCraft.
- Programmed and developed the “Marketing Hub”: utilizing my software development background, I created web software in my spare time designed to organize several key aspects of my department and the marketing efforts of the organization. These included:
 - all promotional email planning and analytics,
 - all website and social media analytics,
 - producing bi-annual Board Report presentation and KPI analysis,
 - the promotion of speakers and upcoming events,
 - all social media communication,
 - the analysis of email marketing campaign results via an API which I programmed to interface with MailChimp,

- the marketing and promotion of all company reports and publications
- Managed 7 team member's project workflow. Focused on maximizing distribution of final products and brand reach with comprehensive marketing strategies to achieve company's 2018-2021 Strategic Plan KPIs.
- Managed quality control over all published documents, emails, reports, programs, graphics, agendas and external company communication with respect to grammar, readability and branding.
- Designed and provided quality control on PowerPoint slide decks for 30+ yearly events and webinars.
- Managed email marketing campaigns through MailChimp and Lotus Notes using HTML templates and A/B testing.
- Assisted in company CRM and database optimizations.
- Managed paid social media campaigns via Facebook and LinkedIn to increase brand awareness and membership.
- Assisted CDFA Programming Department and Training Institute with maximizing event budget goals and helped achieve financial and registration goals for 12+ live, in-person, events each year by optimizing comprehensive marketing plans focused on influencers and omni-channel content distribution.
- Photography of staff and member portraits, events, candid staff lifestyle, products and publications.
- Designed event graphics, layouts and covers for agendas, programs, reports, social media and community strategic plans using Adobe Creative Cloud.
- Curated photo, video and written content for company Twitter, Facebook, LinkedIn, YouTube and Instagram.

DIRECTOR OF MARKETING AND DIGITAL MEDIA, FORT WAYNE MANCINOS; FORT WAYNE, IN – OCTOBER 2015::JUNE 2018

- Created preliminary custom website solution for customers to view menu items and lookup business contact information.
- Expanded initial website into a custom, four-tier branded web software solution for locally owned and operated restaurants to achieve a polished mobile-friendly web presence, a streamlined *online ordering* process, an owner/employee portal to manage incoming orders and business analytics in real-time, and a mobile application-based customer portal to track currently placed orders in real-time. Heavy JavaScript/jQuery, custom OOP PHP and Objective-C were used to build this solution.
- Integrated and synced dynamic website content with automated social media posts.
- Continually analyzing users' social and web patterns. Using fresh branded content, Google Business, Yelp, Google Ads, Facebook Ads, Instagram Ads, Email marketing and Hashtags Campaigns to drive monthly business sales/customer engagement goals, create brand awareness and increase website sales.

- Utilize Facebook and Google Business tools to plan digital and print ad campaigns.
- Staying up-to-date with and maximizing currently popular social media platforms. I consult owners and store managers on what, when and why to post to each respective platform.
- Photographing all menu items to display on main website and social media channels.
- Using Facebook and Instagram to business develop customer relations, customer engagement and track competitor's digital movements.
- Creating photographic and video content tailored for respective social media outlets.
- Developing new uses for existing products by analyzing custom-tailored analytics.
- Planning and implementing sales, marketing and new menu item or merchandise programs.
- Working with other businesses to create B2B marketing promotions.
- Developing new customer relations with website additions (e.g. loyalty/referral programs) and social media business development tactics while adding depth to the existing customer base through direct contact.

INTERACTIVE DEVELOPER, MANCHESTER UNIVERSITY; NORTH MANCHESTER, IN
 – DECEMBER 2017::JUNE 2018

- Coordinated with the Marketing Department to update student events calendar feed. Updates included utilizing HTML, JavaScript and CSS to improve UI and functionality, as well as social media integration.
- Spearheaded new inbound marketing initiative to create multiple streams of story-telling content from student and faculty weekly interviews for the purpose of increasing value to prospective and current university students as well as visibility of the Manchester University brand.
- Integrated custom, responsive landing web designs into Sitefinity for Marketing Department templating and reusability.
- Custom-built PHP and C#-based APIs to interface with 3rd party tracking (Spectrum EMP) solution for landing page campaigns.
- Following the Brand Guideline, I worked directly with the Marketing Department to implement and execute multiple landing page designs and campaigns to increase prospective student leads and student retention.
- Using the Marketing Department Brand Guideline, I worked with the ITS department to make extensive UI and functional updates to manchester.edu for web-responsiveness and usability.
- Took part in weekly Marketing Department meetings to analyze user data and plan new landing page campaigns for students pursuing Masters in Athletic Training Degrees.

SOFTWARE ENGINEER, SWEETWATER SOUND; FORT WAYNE, IN –

DECEMBER 2015::NOVEMBER 2017

- Took on the additional role of IT Project Manager and Business Analyst to assess and facilitate IT project completion for several departments at Sweetwater while working with department heads to address IT support tickets and debug technology-based infrastructure and network issues.
- Created a Business-to-Business website for Sweetwater Vendors to track merchandise orders and related order data using Bootstrap, jQuery and custom OOP PHP Classes.
- Created several iOS micro-applications for the Sweet Family of Businesses, Gearfest Customer Check-ins and customer badge printing built using Objective-C.
- Created a custom, PHP-based, search engine for the 500+ Sales Engineer workforce to more easily search the 4.1 million customer database.
- Created a PHP-based gift card processing API for all physical and digital Sweetwater customer gift cards.
- Utilized the Laravel PHP Framework to build APIs and web applications for several departments within Sweetwater.
- Created web applications using Javascript and PHP to interface with 4D™ systems, other web services and PostgreSQL databases.
- Created specialty Wordpress Plugins and web applications using jQuery and custom OOP PHP Classes within WordPress Framework to increase and streamline interdepartmental processes.

APPLICATION DEVELOPER, BRITTON MARKETING + DESIGN; FORT WAYNE, IN –

JUNE 2014::MARCH 2015

- Built team-centered iOS app using Objective-C to improve onboarding process.
- Collaborated with print designers and team members as technology lead to create a comprehensive list of web tools to increase company work-flow efficiency, communication and project effectiveness.
- Ported WordPress websites into custom-built CMS. CMS built with Javascript and OOP PHP.
- Developed the "Responsive Print" technique by collaborating with designers to create innovative and adaptive "LookBooks" based on catalog and print designs.
- Utilized Premier Pro to create clips of rich content for client and inbound purposes.
- Built custom Content Management System with included features:
 - Stock photography repository to assist with social media and blogging campaigns.
 - Weekly auto-generated sitemap.xml files
 - Drag-and-drop uploading, sorting and deleting for projects and project images

- Multiple modules allowing standard users to add/edit/delete clients, projects and detail information.
 - Provided original creative content photos for use with social media and blogging campaigns.
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