

**Jean Tantra**  
**Senior Software Engineer**  
**Apple app developer: iOS, iPhone, iPad, Mac**

MetaTheory  
1058 Pomona Ave  
Albany, CA. 94706 USA      U.S. citizen.

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**Position sought:    Senior Software Engineer**  
**Freelance app developer for iOS, iPhone, iPad, Mac**

Off-site telecommute only —no relocation. I have a proven telecommuting track record.

**Desired job type:** contract  
**Available:**            immediately  
**telecommute / remote only** — no on-site, no relocation

**Real-world experience & expertise:**

- Over 15 years contract programming. This lets me hit the ground running and get up to speed on projects fast.
- Accustomed to coping with vast amounts of other programmers' hastily written and hastily documented code, much of it cross-platform.
- Produce solid code fast by plugging known good code into projects, sourced from my extensive source code libraries, both public domain and commercial. This greatly increases reliability while speeding development, often by several weeks.
- Write code for clarity and maintainability.
- Extensive experience running projects through full life cycle. Can go into a project at any point.
- High level of GUI design expertise.
- Good phone, email and iChat/Skype/GoToMeeting communication skills. I keep people up-to-date about project progress.

**Professional software developer 1978 – present:**

- 25+ years                    Apple SDKs , Mac, OS X      // 3+ years UNIX
- 7+ years                    iPhone, iPad, iOS SDK
- 12+ years                  Cocoa, Objective-C, Xcode
- 15+ years                  C++/STL/Templates/OOP

- 25+ years C
- Some SVG, HTTP web crawling, TCP/IP Sockets, JavaScript
- Recent iOS/OS X UIKit, UI\*, Core Animation, QuickTime, Core Audio, Core Video, Core Image, Core Graphics, Core Plot, Cocos2d, StoreKit, Bluetooth LE (BLE), GPUImage

### Commercial Apple iOS mobile app and Mac development experience—positions & contracts:

Most high-profile: BARBRI app for law students, and a subcontract debugging the *People* magazine app.

Portfolio: [MetaTheory.com/portfolio/](http://MetaTheory.com/portfolio/)

Several current contracts are under strict NDA, but should ship soon.

[www.cmu.edu](http://www.cmu.edu) 6/2015 – 7/2015

Mac app development - Telecommute  
MOOC authoring app (audio/video recording/editing)

[www.PositiveProximity.com](http://www.PositiveProximity.com) 3/2015 – 7/2015

iPhone app development - Telecommute  
Port Android iBeacon app to iOS

[www.MyBiteBuddy.com](http://www.MyBiteBuddy.com) 6/2014 – 11/2014

iPhone app development - Telecommute My Bite Buddy  
Monitors Bluetooth motion sensor on fishing pole, sounds alarm when fish bites  
<https://itunes.apple.com/us/app/my-bite-buddy/id932200993?mt=8>

[www.ThreatTrackSecurity.com](http://www.ThreatTrackSecurity.com) 6/2014 – 12/2014 – current

Mac app development - Telecommute Mac VIPRE virus scanner

[www.BlazeMobile.com](http://www.BlazeMobile.com) 3/2014 – 5/2014

iOS app development - Telecommute HHPH Ambassador iPhone & iPad app

[www.WundrBooks.com](http://www.WundrBooks.com) 4/2014 – 6/2014

Mac app development - Telecommute  
EPUB3/eBook/DOM authoring app for Mac OS X

[www.EkoDevices.com](http://www.EkoDevices.com) 11/2012 – 12/2013

iPhone app development - Telecommute  
iPhone stethoscope

[www.OTMobility.com](http://www.OTMobility.com) 10/2012 – 12/2013

iOS app development - Telecommute Spot On Time iPhone and iPad app

- [www.HarloInteractive.com](http://www.HarloInteractive.com) 6/2012 – 7/2013  
 iPhone app development - Telecommute 6/2014 – 7/2014 – repeat client  
 Enterprise mobile app for Adidas. Camera app with image processing via  
 GPUImage/Core Image, vignette, overlays/borders, Instagram posting.
- [www.WriteExpress.com](http://www.WriteExpress.com) 2/2013 – 3/2013  
 iPad & Mac OS X app development - Telecommute  
 4001 Letters app port to Mac and iPad from Windows  
<https://itunes.apple.com/us/app/writeexpress-4001-letters/id574100115?mt=12> Mac app  
<https://itunes.apple.com/us/app/4-001-letters/id613743084?mt=8> iPad app
- [www.Avidyne.com](http://www.Avidyne.com) 10/2012 – 2/2013  
 iPad app development - Telecommute Avidyne IFD Am  
 Simulator for the Avidyne IFD540 Flight Management System hardware  
<https://itunes.apple.com/us/app/avidyne-ifd-am/id876452176?mt=8>
- [www.FOUR32C.com](http://www.FOUR32C.com) 4/2012 – 5/2012  
 iPhone app development - Telecommute Teen Vogue Insider  
 I was one of many coders  
[http://www.four32c.com/portfolio\\_case/teen-vogue-insider-ios-and-web-app/?pct=6](http://www.four32c.com/portfolio_case/teen-vogue-insider-ios-and-web-app/?pct=6)
- [www.MaestroLearning.com](http://www.MaestroLearning.com) 3/2012 – 5/2012  
 Mac enterprise app development  
 Multi-media medical app: audio, video, images, PDFs...
- University of Florida Horticulture Department 4/2012 – a quickie  
 iPhone app development. FloraGator flowering plant identifier  
[http://hort.ifas.ufl.edu/dept\\_news.shtml#floragator](http://hort.ifas.ufl.edu/dept_news.shtml#floragator)  
<http://itunes.apple.com/us/app/floragator/id534977080?mt=8>
- [www.GoldMail.com](http://www.GoldMail.com) 12/2011 – 3/2012  
 Mac OS X app development  
 Slide show authoring app with voice-overs and annotation
- [www.Flit.com](http://www.Flit.com) 9/2011 – 12/2011  
 iPad app development Flit shopping app
- [www.Vogey.com](http://www.Vogey.com) 10/2011 – 1/2012  
 iOS program maintenance USGA Rules of Golf 2.0 & 2.1 for iPhone & iPad  
 Hybrid app with in-app purchase  
<http://itunes.apple.com/us/app/the-rules-of-golf/id347349889?mt=8>
- [www.EyeCapture.net](http://www.EyeCapture.net) 9/2011 – 10/2011  
 iOS app development  
 Eye Capture iPhone & iPod app
- [www.Exclaim.com](http://www.Exclaim.com) 6/2011 – 10/2011  
 Mac app development.  
 OS X streaming audio app

<a href="http://www.NetPowerAndLight.com">www.NetPowerAndLight.com</a> iPad app development		4/2011 – 5/2011
<a href="http://www.Sportsboard-win.com">www.Sportsboard-win.com</a> iPad app development		4/2011
<a href="http://www.Jiff.com">www.Jiff.com</a> iPhone app development	Jiff	4/2011
<a href="http://www.Palmcorp.com">www.Palmcorp.com</a> iPad app prototyping Prototype medical apps		2/2011 – 3/2011 Again in 2/2012
<a href="http://www.Pervasant.com">www.Pervasant.com</a> iPhone app development EZ Receipts is now sold by <a href="http://www.WageWorks.com">www.WageWorks.com</a> <a href="http://itunes.apple.com/us/app/ez-receipts/id412650768?mt=8">http://itunes.apple.com/us/app/ez-receipts/id412650768?mt=8</a>	Lead developer for EZ Receipts	11/2010 – 12/2010
<a href="http://www.Yap.TV">www.Yap.TV</a> iOS app development Custom UI <a href="http://itunes.apple.com/us/app/yap-tv-show-guide-experience/id392986707?mt=8">http://itunes.apple.com/us/app/yap-tv-show-guide-experience/id392986707?mt=8</a>	Yap TV iPhone & iPad app	7/2010 – 8/2010
<a href="http://www.DrFirst.com">www.DrFirst.com</a> iPhone app development	Rcopia medical prescription app	6/2010 – 7/2010
<a href="http://www.GravureMag.com">www.GravureMag.com</a> iPad app development		6/2010 – 7/2010
<a href="http://www.MyVitalSigns.com">www.MyVitalSigns.com</a> iPhone app development	iVitals	11/2009 – 7/2010
<a href="http://www.TVComs.com">www.TVComs.com</a> iPhone app development Remotely control RTS® Intercoms over WiFi/TCIP for live TV/video trucks on location. The app was shown at National Association of Broadcasters in the Telex/RTS booth. <a href="https://itunes.apple.com/us/app/eveedit/id376803908?mt=8">https://itunes.apple.com/us/app/eveedit/id376803908?mt=8</a>	EveEdit	11/2009 – 6/2010
<a href="http://www.Anonymizer.com">www.Anonymizer.com</a> Port to Mac from Windows	Mac "Anonymizer Universal"	8/2009 – 11/2009
<a href="http://www.CampaignZero.org">www.CampaignZero.org</a> iPhone app development From inception to shipping. A very simple app that might have saved a life or two.	DoubleCheckRx	9/2009 – 10/2009
<a href="http://www.StateFarm.com/iphone/">www.StateFarm.com/iphone/</a> iPhone code review & UI review <a href="https://itunes.apple.com/us/app/state-farm-pocket-agent/id318142137?mt=8">https://itunes.apple.com/us/app/state-farm-pocket-agent/id318142137?mt=8</a>	State Farm Pocket Agent	5/2009 – 5/2009

- [www.TheBrannenGroup.com](http://www.TheBrannenGroup.com) 3/2009 – 4/2009  
 iPhone app development updates in 10/2009  
 Five titles from inception to shipping plus updates, including:  
 Business Practices: China (in English / Chinese)  
 Business Practices: Japan (in English / Japanese)  
 Business Practices: USA (in English)  
 Managing Globally Virtually Teaming
- [www.BlazeMobile.com](http://www.BlazeMobile.com) 11/2008 – 12/2008  
 iPhone app development 8/2010 – 6/2014  
 Blaze Mobile Wallet 1.0 and 2.0, then ongoing  
 Version 2.0 added Facebook & Twitter integration
- [www.NetworksInMotion.com](http://www.NetworksInMotion.com) 7/2008 – 10/2008  
 iPhone app development Think cloning Google maps
- [www.HRLTech.com](http://www.HRLTech.com) 6/2008 – 7/2008  
 iPhone app development VoiceThis voice dialer  
 From napkin to shipping
- [www.TVComs.com](http://www.TVComs.com) 3/2008 – 7/2008  
 iPhone software development EveEdit
- [www.Jittr.net](http://www.Jittr.net) 11/2007 – 2/2008  
 Mac OS X software development Safari browser plug-in  
 I wrote a Safari plug-in using WebKit to play streamed movies. Cocoa frameworks used:  
 Core Video, Core Graphics, Core Audio and OpenGL.
- [www.QlipMedia.com](http://www.QlipMedia.com) 9/2007 – 10/2007  
 Port to Mac from Windows QlipBoard  
 QlipBoard was a multimedia voice over slide show application with annotation tools,  
 which output QuickTime.
- [www.MixMeister.com](http://www.MixMeister.com) 8/2007 – 9/2007  
 Port to Mac from Windows EZAudioConverter  
 EZAudioConverter allowed recording from MixMeister's USB devices (turntable, etc.),  
 with audio conversion to mp3 via iTunes. It was sold through Costco.
- [www.CounterPath.com](http://www.CounterPath.com) 8/2006 – 9/2007  
 Mac software program maintenance 1/2011 – 2/2011  
 I was lead Mac programmer for their Macintosh VoIP SIP client, eyeBeam. It featured  
 instant messaging (IM) and video conferencing (H.264). It used the WebKit browser  
 views API.
- [www.SonicStudio.com](http://www.SonicStudio.com) 1/2005 – 10/2007  
 Mac OS X software development & program maintenance  
 Senior Software Engineer for Sonic Studio product line of high-end audio editing  
 software.

[www.SmartSound.com](http://www.SmartSound.com)

5/2005 – 1/2006

Mac app development

I wrote an 8-channel Core Audio mixing engine for Sonicfire.

NDA

6/2004 – 10/2004

This contract is under a strict NDA, so I would prefer to say little about it.

I worked in a scripted UNIX make file environment and with both Xcode and CodeWarrior IDEs, and did image processing. I also did Perforce admin.

[www.Mission3-D.com](http://www.Mission3-D.com)

4/2004 – 5/2004

Port to Mac from Windows

Ported their Photo3-D image mixer application from PC to Macintosh.

[www.Octiv.com](http://www.Octiv.com)

2/2004 – 5/2004

Mac program maintenance: iTunes plug-in

1/2006, 4/2007

I added functionality to their Volume Logic Cocoa psychoacoustic iTunes plug-in, and got it shipping.

[www.WriteExpress.com](http://www.WriteExpress.com)

8/2003 – 11/2003

Port to Mac from Windows: 3,001 Business &amp; Sales Letters 2006, 2013

Ported from PC to Macintosh OS 9/OS X as a PowerPlant Carbon application.

Bragging rights: In 2004, Intuit bundled this application with something in their Quicken product line. I later updated the program, and ported it to iOS.

*"We just finished our 3,001 Business & Sales Letters software for Macintosh. Jean Tantra ported it for us and did an outstanding job."*

— Robert Stevens, 2003

In March 2006 I ported the WriteExpress application Rhymer from CodeWarrior to Xcode and Objective-C. In 2013 I updated 3,001 Letters to 4,001 Business, Sales & Personal Letters, then did a port to iOS from Mac.

[www.KentHomeopathic.com](http://www.KentHomeopathic.com)

1/2003 – 6/2003

Mac software development

I ported and carbonized a TCL application to CodeWarrior Power Plant for OS X. This entailed indexing, KWIC, and Unicode editing with WASTE.

[www.SonicStudio.com](http://www.SonicStudio.com)

3/1999 – 3/2002

Mac software maintenance and development

I was chief/lead programmer for SonicStudio-HD (SSHD). SSHD was Sonic Studio's high-end digital audio editing and CD-mastering application suite. It was written in CodeWarrior Power Plant and Java JDK/JFC/AWT/swing. SSHD was a large-scale, multi-threaded software project. I also ported code to OS9/OSX/Carbon.

[Puffin Designs](http://Puffin Designs)

4/1997 – 4/1998

Mac software maintenance and development

I enhanced Commotion, Puffin's video editing/compositing/image-processing and special effects application, in CodeWarrior Power Plant. I spent a year writing Photoshop-like GUI and image-processing functionality. *Star Wars* lists Commotion in its credits.

[www.PinnacleSys.com](http://www.PinnacleSys.com) bought Puffin Designs and Commotion.

[www.Photron.com](http://www.Photron.com) 6/1996 – 3/1997  
 Port to Mac from Windows Primatte Photoshop plug-in  
 Ported plugin from PC to Mac, and did other miscellaneous programming.

The Primatte Photoshop plug-in is now sold through [Primatte.com](http://Primatte.com)

**Arnowitz Studios** 12/1995 – 2/1996  
 Mac app development: Worked in CodeWarrior Power Plant for a catalog on CD. Also created HTML/JavaScript forms and templates.

[www.BearRiver.com](http://www.BearRiver.com) 6/1995 – 8/1995  
 Apple Newton PDA software maintenance  
 Enhanced Comm Toolbox server application for a Newton PDA client.

[www.ProsoftInc.com](http://www.ProsoftInc.com) 4/1995 – 5/1995  
 Mac software program maintenance  
 Did security software. Also ported from MPW to Metrowerks.

**Island Graphics Inc.** 10/1994 – 11/1994  
 Mac plug-in development  
 HyperText XCMDs for Macromedia Director and Authorware.

**SoftWeaver** 12/1993 – 7/1994  
 Mac software development and localization  
 Project Manager and lead programmer for scanner software. Worked on TWAIN and Photoshop Plug-in, GUIs and APIs. Localized/internationalized for Roman languages including French, German, and Spanish.

**Digital F/X Inc.** 1/1993 – 7/1993  
 Software program maintenance  
 Worked in MPW C++ making additions to their Hitchcock video editing multimedia application.

**MicroSpeed** 11/1992 – 1/1993  
 Software program maintenance & localization  
 Localized, debugged and upgraded an INIT/CDEV and SDK for ADB Track Balls.

**Image Smith Inc.** 4/1992 – 6/1992  
 Mac app prototyping

Prototyped modules in Macromedia Director for "Yearn-2-Learn" and "Peanuts the Screen Saver." Both applications later went commercial.

**EA Systems Inc.** 7/1991 – 11/1991  
Macintosh software development  
Wrote master/slave applications with Apple-Events/AppleScript for viewing the results of DB queries.

**Arrow Systems Inc.** 7/1991 – 8/1991  
Mac software porting  
Ported stack from SuperCard to HyperCard 2.1 w/color. Also wrote API and XCMDs.

**The Young Group** 12/1990 – 5/1991  
Mac software development  
Scripted/XCMDed in HyperCard for Apple's Teaching, Learning and Technology CD-ROM.

This product received a "Gold CINDY Award" from the AVC.

**Berkeley Systems Inc.** 11/1989 – 7/1990  
Mac software development  
Scripted and XCMDed a 15meg color kiosk for a touch screen in PLUS and Macromedia Director in Lingo.

Note: Berkeley Systems' screen saver collection More AfterDark™ contains two of my modules. One is "Stained Glass." The other, "Patchwork-9," won second place in Berkeley Systems' 1992 screen saver contest.

**Apple Integrated Systems** 4/1989 – 6/1989  
Mac software development  
Wrote multiWindow XCMD to display MSW documents for the AIS CD-ROM project.

**Articulate Systems Inc.** 8/1988 – 11/1988  
Mac software development  
I developed a voice-mail application for their voice recognition system.

**Infinity Inc.** 6/1987 – 9/1987  
Apple Mac app development: GO-for-the-Mac™  
I got Infinity's Macintosh game "GO-for-the-Mac™ v1.0" debugged, enhanced, polished and shipping. My GO playing strength is 3-dan. See my [www.Go-Stones.com](http://www.Go-Stones.com) site.

[www.Lurnix.com](http://www.Lurnix.com) (now [www.Muster.com](http://www.Muster.com)) 1986 – 1995  
Mac software development and porting



Created eBook, using AudioAssistedText™, as both an application and in HyperCard. Ported AudioText to HyperCard 2.3, PLUS, SuperCard, and Macromedia Director. I also worked on Lurnix's C++ tutorial, and their A/UX tutorial for Apple.

### **Very partial list of things written, done, and worked on before Macintosh:**

- Editor/Assembler, Linker/Loader, Disassembler/Debugger, DOS
- Device drivers: serial, parallel, terminal, printer, hard disk, floppy, tape, voice synthesizer...
- Interrupt driven real-time system; multiple screen/user system
- Text/data compressors/expanders; data filters/massagers/loggers
- Menu systems, table/forms/template definers; macro processors
- DB: input/sort/shuffle/merge/Format-output; data content/format verifiers
- Source level C-Debugger; 3D blocks world; color screen editor
- Games: wrote/ported, master/slaves; communication protocols
- Enhanced and ported the "Small C-compiler", BASIC compiler; interpreters...
- Pretty Printer/XRef/CFlow Indexer...
- Ported C-code between OS/machines/compilers; DOS <--> UNIX using Standard C Library
- Converted between Assembly and C, and Pascal and C
- Optimized for: speed/size XOR readability, clarity, portability, maintainability, re-usability, supportability.
- Lead/support programmer; librarian/archivist.
- Was hardware/firmware competent. Favorite assembly language instruction: XOR.
- Best mini hack: I keyed in the hex of a disassembler and had it disassemble itself.

I collect good source code libraries, both commercial and open source -- especially BSD licensed. At last count I had over 6000 open source iOS code projects to glean from. This usually saves weeks of time on any project.

### **Miscellaneous résumé-speak quota:**

- Designed, developed, implemented, wrote, edited, documented, revised, updated, aided, facilitated, supported, coordinated, researched, conceived, originated, evaluated, used, tested, maintained.
- Administered, achieved, directed, managed, supervised, trained/taught/tutored, performed, planned, accompanied, assisted, worked closely with, operated, provided, interviewed, reviewed, revamped participated, instituted, consulted, directed, in charge of, initiated resolution of, responsible for...
- More references provided on request.

### **My academic background ( UC Berkeley & UC San Diego):**

- \* Computer Science
- \* Educational & Cognitive Psychology

**Please let me do the impossible for you**

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HTML version: [MetaTheory.com](http://MetaTheory.com)