

**Jean Tantra**  
 Senior Software Engineer  
 Apple app developer: iOS, iPhone, iPad, MacOS  
 10 yrs IOS experience, 30 apps and counting

MetaTheory  
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 Phone:            510.872.4476  
 Website:          www.MetaTheory.com

**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/Slack/GoToMeeting communication skills. I keep people up-to-date about project progress.

**Professional software developer 1978 – present:**

<ul style="list-style-type: none"> <li>• 30+ years</li> <li>• 10+ years</li> </ul>	Apple SDKs , Mac, OS X IOS SDK and over 30 apps.	// 3+ years UNIX
<ul style="list-style-type: none"> <li>• 15+ years</li> </ul>	Cocoa, Objective-C, Xcode, - 2+ yr Swift.	
<ul style="list-style-type: none"> <li>• 15+ years</li> </ul>	C++/STL/Templates/OOP	

• 25+ years	C	
• Some	SVG, HTTP web crawling, TCP/IP Sockets	
• Recent iOS/macOS	UIKit, UI*, Core Animation, QuickTime, Core Audio, Core Video, Core Image, Core Graphics, Core Plot, Cocos2d, StoreKit, Bluetooth LE (BLE), iBeacons, GPUImage, AVAudioEngine	

## 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.Venuetize.com](http://www.Venuetize.com)

4/2017 - 9/2017

I wrote an iPad kiosk app in Swift for the wall of 60 suites in Little Caesars Arena in Detroit.

It controls: lighting, curtains, hvac, volume and 5 TVs.

Used coremail2 and Jabber for video calls,

Hardware controlled: Crestron AP3, BSS BLU806, Cisco Stadium Vision.

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

12/2016 – 5/2017

Update their client app (telecommute)

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

9/2016 – 11/2016

Retargeted iPad Med app to iphone (telecommute)

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

6/2016 - 7/2016

Wrote reality IOS app w/iBeacons (telecommute)

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

1/2016 – 3/2016

IOS app development - (telecommute)

Rewrote telemedicine IOS app.

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

1/2016 – 3/2016

IOS app development - (telecommute)

Wrote hybrid kiosk IOS app

[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 Droid iBeacon app to iOS

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

6/2014 – 11/2014

iOS 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

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 iPhone app development. <a href="http://hort.ifas.ufl.edu/dept_news.shtml#floragator">http://hort.ifas.ufl.edu/dept_news.shtml#floragator</a> <a href="http://itunes.apple.com/us/app/floragator/id534977080?mt=8">http://itunes.apple.com/us/app/floragator/id534977080?mt=8</a>	4/2012 – a quickie FloraGator flowering plant identifier
<a href="http://www.GoldMail.com">www.GoldMail.com</a> Mac OS X app development Slide show authoring app with voice-overs and annotation	12/2011 – 3/2012
www.Flit.com iPad app development	9/2011 – 12/2011 Flit shopping app
<a href="http://www.Vogey.com">www.Vogey.com</a> iOS program maintenance Hybrid app with in-app purchase <a href="http://itunes.apple.com/us/app/the-rules-of-golf/id347349889?mt=8">http://itunes.apple.com/us/app/the-rules-of-golf/id347349889?mt=8</a>	10/2011 – 1/2012 USGA Rules of Golf 2.0 & 2.1 for iPhone & iPad
www.EyeCapture.net iOS app development Eye Capture iPhone & iPod app	9/2011 – 10/2011
<a href="http://www.Exclaim.com">www.Exclaim.com</a> Mac app development. OS X streaming audio app	6/2011 – 10/2011
<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	4/2011 Jiff
<a href="http://www.Palmcorp.com">www.Palmcorp.com</a> iPad app prototyping Prototype medical apps	2/2011 – 3/2011 Again in 2/2012
www.Pervasant.com 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>	11/2010 – 12/2010 Lead developer for EZ Receipts
<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>	7/2010 – 8/2010 Yap TV iPhone & iPad app

www.DrFirst.com iPhone app development	6/2010 – 7/2010 Rcopia medical prescription app
www.GravureMag.com iPad app development	6/2010 – 7/2010
www.MyVitalSigns.com iPhone app development	11/2009 – 7/2010 iVitals
www.TVComs.com 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>	11/2009 – 6/2010 EveEdit
<a href="http://www.Anonymizer.com">www.Anonymizer.com</a> Port to Mac from Windows	8/2009 – 11/2009 Mac "Anonymizer Universal"
www.CampaignZero.org iPhone app development From inception to shipping. A very simple app that might have saved a life or two.	9/2009 – 10/2009 DoubleCheckRx
<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>	5/2009 – 5/2009 State Farm Pocket Agent
<a href="http://www.TheBrannenGroup.com">www.TheBrannenGroup.com</a> iPhone app development Five titles from inception to shipping plus updates, including: Chinese) Japanese)	3/2009 – 4/2009 updates in 10/2009 Business Practices: China (in English / Business Practices: Japan (in English / Business Practices: USA (in English) Managing Globally Virtually Teaming
<a href="http://www.BlazeMobile.com">www.BlazeMobile.com</a> iPhone app development Blaze Mobile Wallet 1.0 and 2.0, then ongoing Version 2.0 added Facebook & Twitter integration	11/2008 – 12/2008 8/2010 – 6/2014
<a href="http://www.NetworksInMotion.com">www.NetworksInMotion.com</a> iPhone app development	7/2008 – 10/2008 Think cloning Google maps
www.HRLTech.com iPhone app development From napkin to shipping	6/2008 – 7/2008 VoiceThis voice dialer
www.TVComs.com iPhone software development	3/2008 – 7/2008 EveEdit

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 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 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 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 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 8/2003 – 11/2003  
Port to Mac from Windows: 3,001 Business & 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 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 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 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 bought Puffin Designs and Commotion.

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

**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 6/1995 – 8/1995

Apple Newton PDA software maintenance

Enhanced Comm Toolbox server application for a Newton PDA client.

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** (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)