

Jean Tantra
Senior Software Engineer
Senior iOS/macOS Developer
Apple app developer: iOS, iPhone, iPad, macOS
10 yrs iOS experience, 30 apps and counting

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

E-mail: JeanTantra@metatheory.com
Phone: 510.872.4476
Website: www.MetaTheory.com

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

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:
Professional Apple developer 1986 – present:

- 10+ years IOS and over 30 apps.
- 5+ yr Swift.
- 15+ yearsCocoa, Objective-C, Xcode, -
- 10+ yearsC/C++, STL. Templates/OOP
- SomeSVG, HTTPs with certs, web crawling, TCP/IP Sockets

•Recent iOS/macOS

UIKit, UI*, Core Animation, QuickTime, Core Audio, Core Video, Core Image, Core Graphics, Cocos2d, StoreKit, Bluetooth LE (BT/BLE), iBeacons, GPUImage, AVAudioEngine, AVFoundation, Chrome extensions, SwiftUI, Charting, SpriteKit

Portfolio:

www.MetaTheory.com/portfolio/

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

Telecommuting for over 10 yrs and 30 apps.

Invitrocellresearch.com

11/2020-02/2021

Author IOS iPad app to display labs. Charts, Pods
Swift Zip/unzip, multi-column data

Alunacare.com

12/2020-02/2021

Augment Aluna BT Spirometry app. Flurry, Swizzling, Graphics
SwiftLint, swiffomat, Zendesk SDK, SpriteKit

www.illuminc.com

10/2020 - 11/2020

Update OSHA Ladder Safety app - English/Spanish add disclaimers.
Deal with HLS/CDC app reports: summary_security_report.pdf and
mobsf_security_report.pdf

AVConnect.ai

10/2020 - 10/2020

Augment/refactor clipart IOS app in swift. xctexts, maps heresdk

www.RenewedVision.com

08/2020 - 09/2020

Additions to ProPresenter (think Keynote for many screens) MacOS app in swift.

www.QuantumPigeon.com

08/2020 - 09/2020

Additions to social media IOS app in SwiftUI

www.DSFederal.com

07/2020 - 07/2020

Update OSHA Ladder Safety app - English/Spanish

www.Efia.com

06/2020 - 09/2020

Covid tracing app research, BLE
Survey all open source swift Covid tracing apps.

www.Beebizy.com 10/2019 - 03/2020
Adopt offshored IOS swift app. SSO OAuth, FB/Google signin, Stripe API. Chats
Deal with remote off-shore team.

www.Ohsu.edu/xd/ 03/2019 - 04/2019
Wrote network layer for medical (BLE) IOS app.

www.Eargo.com 03/2019 - 07/2019
Just fixing bugs as QA finds them. BLE debugging.

www.Galileo-gp.com 01/2019 - 05/2019
Upgraded Multi-spectral IOS lab app. BLE, Video, Camera, Dropbox API, pods.

www.MobileedgeX.com 10/2018-02/2019
Wrote IOS cocoapod containing 5g telecom edge SDK and Example app. Cast
of characters: Google maps, sockets, Eureka forms, certs, network metrics, face
recognition. Talked with cloudlets.

www.Airshare.com 8/2018 - 9/2018
Added video and image processing features to client IOS app.
Used PhotoEditorSDK.com

www.sdintl.com 7/2018
SDI International
IBM paid me to review their in-house Swift and Objective-C skill evaluations.
They got their monies worth as some of the questions/answers were incorrect.

www.HatwanHospital.com 4/2018 - 5/2018
Wrote Hallo Medical Dictionary.
A medical lexicon in: English, Arabic and Kurdish.
<https://itunes.apple.com/us/app/hallo-medical-dictionary/id1379047211?mt=8>

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.
Communication was: REST and sockets.

www.BitTorrent.com 12/2016 – 5/2017
Update their client app

www.CareInnovations.com 9/2016 – 11/2016

Retargeted iPad Med app to iPhone

www.Lokion.com 6/2016 - 7/2016

Wrote reality iOS app w/iBeacons

www.Healthcareanywhere.com 1/2016 – 3/2016

iOS app development -

Rewrote telemedicine iOS app. WRTC

www.TaylorTechnologies.com 1/2016 – 3/2016

iOS app development -

Wrote hybrid kiosk iOS app

www.cmu.edu 6/2015 – 7/2015

Mac app development -

MOOC authoring app (audio/video recording/editing)

www.PositiveProximity.com 3/2015 – 7/2015

iPhone app development

Port Droid iBeacon app to iOS

www.MyBiteBuddy.com 6/2014 – 11/2014

iOS app development 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 6/2014 – 12/2014

Mac app development Mac VIPRE virus scanner

www.BlazeMobile.com 3/2014 – 5/2014

iOS app development HHPH Ambassador iPhone & iPad app

www.WundrBooks.com 4/2014 – 6/2014

Mac app development

EPUB3/eBook/DOM authoring app for Mac OS X

www.EkoDevices.com 11/2012 – 12/2013

iPhone app development

iPhone stethoscope

www.OTMobility.com 10/2012 – 12/2013

iOS app development Spot On Time iPhone and iPad app

www.HarloInteractive.com 6/2012 – 7/2013

iPhone app development 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.com2/2013 – 3/2013

iPad & Mac OS X app development

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.com10/2012 – 2/2013

iPad app developmentAvidyne 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.com4/2012 – 5/2012

iPhone app development Teen Vogue Insider

I was one of many coders

http://www.four32c.com/portfolio_case/teen-vogue-insider-ios-and-web-app/?pct=6

www.MaestroLearning.com3/2012 – 5/2012

Mac enterprise app development

Multi-media medical app: audio, video, images, PDFs...

University of Florida Horticulture Department4/2012 – a quickie

iPhone app development.Floragator flowering plant identifier

http://hort.ifas.ufl.edu/dept_news.shtml#floragator

<http://itunes.apple.com/us/app/floragator/id534977080?mt=8>

www.GoldMail.com12/2011 – 3/2012

Mac OS X app development

Slide show authoring app with voice-overs and annotation

www.Flit.com9/2011 – 12/2011

iPad app developmentFlit shopping app

www.Vogey.com10/2011 – 1/2012

iOS program maintenanceUSGA 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.net9/2011 – 10/2011

iOS app development

Eye Capture iPhone & iPod app

www.Exclaim.com6/2011 – 10/2011

Mac app development.

OS X streaming audio app

www.NetPowerAndLight.com4/2011 – 5/2011

iPad app development

www.Sportsboard-win.com4/2011

iPad app development

www.Jiff.com4/2011

iPhone app developmentJiff

www.Palmcorp.com2/2011 – 3/2011

iPad app prototypingAgain in 2/2012

Prototype medical apps

www.Pervasent.com11/2010 – 12/2010

iPhone app developmentWrote EZ Receipts 1.0 - a five star app

EZ Receipt (- five stars) is now sold by www.WageWorks.com

<http://itunes.apple.com/us/app/ez-receipts/id412650768?mt=8> - five stars

www.Yap.TV7/2010 – 8/2010

iOS app developmentYap TV iPhone & iPad app

Custom UI

<http://itunes.apple.com/us/app/yap-tv-show-guide-experience/id392986707?mt=8>

www.DrFirst.com6/2010 – 7/2010

iPhone app developmentRcopia medical prescription app

www.GravureMag.com6/2010 – 7/2010

iPad app development

www.MyVitalSigns.com11/2009 – 7/2010

iPhone app development-EHRiVitals

www.TVComs.com11/2009 – 6/2010

iPhone app developmentEveEdit

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.

<https://itunes.apple.com/us/app/eveedit/id376803908?mt=8>

www.Anonymizer.com8/2009 – 11/2009

Port to Mac from WindowsMac "Anonymizer Universal"

www.CampaignZero.org9/2009 – 10/2009

iPhone app developmentDoubleCheckRx

From inception to shipping. A very simple app that might have saved a life or two.

www.StateFarm.com/iphone/5/2009 – 5/2009

iPhone code review & UI reviewState Farm Pocket Agent

<https://itunes.apple.com/us/app/state-farm-pocket-agent/id318142137?mt=8>

www.TheBrannenGroup.com3/2009 – 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 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 7/2008 – 10/2008

iPhone app development Think cloning Google maps

www.HRLTech.com 6/2008 – 7/2008

iPhone app development Voice This voice dialer

From napkin to shipping

www.TVComs.com 3/2008 – 7/2008

iPhone software development 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 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.

NDA6/2004 – 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.com4/2004 – 5/2004

Port to Mac from Windows

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

www.Octiv.com

2/2004 – 5/2004

Mac program maintenance: iTunes plug-in1/2006, 4/2007

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

www.WriteExpress.com8/2003 – 11/2003

Port to Mac from Windows: 3,001 Business & Sales Letters2006, 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.com1/2003 – 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.com3/1999 – 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 Designs4/1997 – 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 site.

www.Lurnix.com (now 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