



# DAN COUGHLIN








iOS DEVELOPER / SOLUTIONS ARCHITECT

## ABOUT DAN

I am a Senior iOS Developer with knowledge of both the Swift and Objective-C programming languages on the iOS, macOS, tvOS and watchOS platforms. Additionally, I have worked as a Solutions Architect and Technical Lead at the enterprise-level for a vast number platforms and technologies over my career. My passion and forte is start-up companies. I've been an integral part of three startups over the course of my career, and each of these companies has gone from just a handful of employees to hundreds of employees.

I live in Central New Jersey with my wonderful five-year old son and beautiful wife. When not working, I enjoy writing music, playing the guitar and piano, and practicing yoga to keep my mind and body fit.

## CONTACT

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## PORTFOLIO

[www.groovytree.com/portfolio-dan-coughlin.pdf](http://www.groovytree.com/portfolio-dan-coughlin.pdf)

## WORK EXPERIENCE

### // 2016 10 - PRESENT // SENIOR IOS DEVELOPER, CANFIELD SCIENTIFIC

- Solely responsible for all the Clinical Services divisions' mobile application development. I have written iPad apps that are currently in use by doctors from around the country. One is for live patient-based Clinical Reviews, where doctors simultaneously evaluate a large pool of subjects. The second is an Alopecia Areata patient assessment app for live evaluations. All apps use RESTful web services to communicate to the company servers and are written entirely in Swift 3.
- Set up an Xcode Build Server & Bot configurations to automatically produce iOS testing & release builds with Fastlane support for automatic language based screen snapshotting & upload to the App Store.
- Completed a Mobile Device Management (MDM) product evaluation for the company, and selected AirWatch for company-wide device management.

### // 2015 10 - 2016 09 // INDEPENDENT IOS DEVELOPER, GROOVYTREE, LLC // TECHNICAL AUTHOR, PLURALSIGHT, LLC

- Worked on several of my own applications for my private LLC, including a fitness pedometer app, a children's game for AppleTV, and conversion of an existing app from Objective-C to Swift.
- Attended key iOS technology conferences include WWDC, Swift Summit and try! Swift. Technical Author for Pluralsight, an international online technical training service. Contracted to complete a course on integrating Apple's CloudKit into iOS applications that will be published online in the 1st quarter of 2017.

### // 2007 10 - 2015 09 // MOBILE TECHNICAL DIRECTOR, SOLUTIONS ARCHITECT // MONITISE AMERICAS

- Joined a UK mobile payments startup in 2007 (Monitise). Led the US division's technical team in their initial launch. Monitise grew from fifty to over one-thousand employees over the next eight years.
- Sole architect for the largest US account (FIS) which had over 4.5 million active users running 120 uniquely branded iOS and Android mobile clients, which used RESTful and SOAP web services tethered to a J2EE/Linux/Oracle backend.
- Expert in Agile development methodology. Led daily SCRUM calls in conjunction with team project manager.
- Expert in Git/SVN/CVS version control and Gerrit code review.
- Hands-on expertise with native iPhone, Android, BlackBerry, Windows Mobile, J2ME, Brew and hybrid PhoneGap mobile application development and design.

### // 2005 01 - 2007 10 // SOLUTIONS ARCHITECT // FIDELITY INFORMATION SERVICES (FIS)

As a Solutions Architect, I designed financial applications and produced technical specifications for the NYCE ATM switch networks and related processor interfaces. My main role was to work as the technology expert for the NYCE executive management team involved in making strategic technology roadmap decisions.

### // 1996 04 - 2004 12 // TECHNICAL DIRECTOR, LEAD DEVELOPER // RESPONSE DATA CORPORATION

As Technical Director and Lead Developer, I was solely responsible for the re-design and development of a credit card balance transfer processing and on-line system. The system was written in Delphi using a SQL Server backend on a Wintel platform. Clients included Bank of America, Chase, and Wells Fargo. This system processed over 2 million transfers per year, which totaled more than 4 billion dollars in consumer payments. The company, and my entire system, was sold to Fidelity Information Services in 2007.

## WORK EXPERIENCE

### // 1994 10 - 1996 04 // TECHNICAL PROJECT LEADER // DENDRITE INTERNATIONAL

I was one of two technical project leaders responsible for the largest pharmaceutical account (Pfizer) for Dendrite International, a worldwide provider of solutions for managing and analyzing sales efforts in the pharmaceutical industry. The system utilized a Solaris Unix C-sourced backend with a Windows PowerBuilder based clients.

### // 1987 12 - 1994 09 // SENIOR SOFTWARE DEVELOPER, RESEARCH & DEVELOPMENT DIRECTOR // ISYS TECHNOLOGY

Member of a three person programming team which designed and developed a laboratory data management system. Windows was in its infancy at the time, and unable to meet our real-time performance demands. Working as a team, we wrote our own multi-tasking kernel in x86 Assembler, instead. This system was eventually installed in over 250 hospitals and clinical laboratories throughout the US, Canada, and Mexico. Company grew from 6 to 50+ employees.

## EDUCATION / FORMAL TRAINING

// RUTGERS UNIVERSITY, Computer Science, New Brunswick, NJ 1982-85, Newark, NJ 1993-94

// BIG NERD RANCH, Atlanta, GA, Advanced iOS Programming - Feb 2015, Advanced Mac OS X Bootcamp - May 2010

// APPLE WORLDWIDE DEVELOPER CONFERENCE (WWDC), San Francisco, CA, June 2011 & June 2016

## APPLICATIONS

### // ADDRESS BOOK EXTRACTOR (2011)

- A Contacts address book export utility with sales of over 7,000 units since 2011, with a 4-star rating. It is a OS X desktop application with fully relational Core Data backend.



### // LITESTEPS (2016)

- A fitness related pedometer application that takes advantage of the built in motion coprocessor available in the iPhone. Published in the App Store in August 2016.



## TECHNICAL COURSES

### // INTEGRATING CLOUDKIT INTO YOUR IOS APPS (2016), PLURALSIGHT, TECHNICAL AUTHOR

- A course on integrating Apple's CloudKit into iOS applications.

