

Jaron Lowe

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Professional Summary

Mobile and Web Developer, with 5 years of professional experience, developing several iOS mobile applications and websites. Well versed in both native and web application development as well as numerous other technologies.

- 5 years of iOS and web development experience
- Coordinates and works with designers to leverage designs for maximum quality production.
- Ability to coordinate with colleagues to prevent issues from occurring.
- Work with management to talk through design plans, distribution of work, and time schedules, especially when new technologies arrive that the company wants to implement.
- Self-motivated and a good team player with excellent communication and interpersonal skills.

Skills

Programming Languages:

Proficient in: Objective-C, Swift, C#, C, HTML5, CSS3, JavaScript (jQuery), AngularJS, PHP, XML, JSON, SQL, MySQL, MS SQL, SQLite

Familiar with: C++, Java, ASP.Net, AJAX, Bootstrap, LESS, JQuery Mobile, Ruby, Python, OpenGL (ES), Open AL, Haskell, Lisp, Erlang

Operating Systems: MS Windows (98-10), Mac OSX, Linux (Ubuntu), Apple iOS (3.0-9.2), Apple Watchkit, Android

Applications: Xcode & iOS SDK, Eclipse & Android SDK, Visual Studio 2008-2013, phpMyAdmin, Git, VSS, TFS, Bitbucket, VMware, CodeBlocks, Notepad++, FileZilla, Microsoft Office, Adobe CS6 Suite

Education

University of Central Florida
Bachelor of Science in Computer Science – GPA: 3.2

Orlando, FL
May 2014

Professional Experience

Web Development

Produced using **HTML, CSS, JavaScript, JQuery, AngularJS, PHP, AJAX**, and **Dreamweaver**:

- **Jaronlowe.com** – Project portal for past and future projects. Makes use of modern technologies such as: **HTML, CSS, PHP, JavaScript, JQuery**, and **AJAX** to test my current abilities as well improve upon them. Used to host **PHP** web services and **MySQL** databases for the projects listed above.
- **PLWModelWorks.com** – Site for Melbourne based company specializing in photo-real urban 3D models. Uses a mixture of **HTML5, CSS, JavaScript, JQuery, Angular JS, MySQL, & PHP**.
- **Joffice.JeunesseGlobal.com** – Authored additions to the Jeunesse BackOffice site. Contains **ASP.Net** and **C#** code.
- **Stardropsprint.com** – Dynamic website to advertise the iPhone Game, Stardrop Sprint, listed above.
- **Stardrop Blaster Website** - Dynamic website to advertise the iPhone Game, Stardrop Blaster, listed above.
- **Debbielowedesigns.com** – Created a graphical site complimenting the artist's works.
- **Corneliusodonoghue.com** – Used **JavaScript, PHP**, and **JQuery** to provide an artistic site with animation, site management capabilities, and contact capabilities.
- **Mikecollinsfilm.com** – Simplistic portfolio site built with **HTML, CSS, JavaScript**, and **JQuery**.
- **Lifeindarknessmovie.com** – Themed website for a Kickstarter successful short film. Uses **HTML, CSS, CSS3 transitions**, and **HTML5** for audio playback.

Application Development

Jeunesse Global

Full Time Employment: January 2015-Present

- Lead iOS Developer in charge of overseeing both iOS and Android app development.
- Develop mobile code in **Objective-C** and **Swift**.
- Responsible for feature and product development of mobile applications.
- Authored features of large-scale corporate **ASP.Net** (Web Forms & MVC) & **C#** websites.

Florida Hospital Pilot App

Part Time Contract: March 2014 – April 2014

- Prototyped designs for an **iPad** app to monitor the treatment lifecycle of breast cancer patients.
- Uses **PHP** and **MySQL** to access patient data on secure virtual private server (**VPS**).
- Designed clean **UI** for employees to track pilot program progress.

21st Century Safety/Fun Safety Games App

Part-time: Nov. 2013 – April 2014

- Designed and Programmed **Mobile safety Apps** to support and promote company products.
- Designed UI for both **iPhone** and **iPad** apps.
- Developed educational **HTML5** safety games suite for commercial sale.
- Developed e-learning software courses, games, and web activities.

My Innoventure LLC - HeadCase Bottle Opener App

Multiple Contracts: June 2013, February 2015

- 3 week job to add additional features to app. Due to age of pre-existing code, app needed a complete overhaul. Full overhaul and features added still within original 3 week time slot.
- Sole lead Developer of commercial iPhone application.
- Integrates **GPS** and **Mapkit**, **Camera/Photo-processing**, **PHP** Online Registration to **SQL** Database, **Facebook**, **Twitter**, **Foursquare**, Auto-Updating **XML** Ads, **Email Sharing**, **Audio Recording**, and **Accelerometer** Movement Detection.
- Updated and maintained regularly.

Fiserv – Quality Assurance

Part Time: April 2011 – May 2011; August 2011 – December 2011
Full Time: May 2011-August 2011

- Developed test cases and thoroughly tested company software using in-house testing software.
 - Used proprietary issue tracking system to track and manage bugs in code.
 - Worked with a proprietary financial database engine.
 - Learned Basic **SQL** skills and managed test databases for financial documents.
 - Engaged in multi-company meetings to discuss testing methods.
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Personal & School Projects

4. 5. 6.

August 2014

Produced in **Objective-C** using the **iOS 8 SDK**. 4. 5. 6. is a small app project made and released in a single day's time. 4. 5. 6. was used to gauge my overall speed, code brevity, and design skills. Implements Apple's **Game Center** API as well as Google's **Admob** Service for interstitial and banner ads.

Freelance Logger

August 2014

Personal project implemented in **Swift** and **Objective-C** using the **iOS 8 SDK**. Calculates the hourly income rate for a freelance job with a set contract price. Updates in real-time using accurate dates as you work to show users the value of their work hours.

Treasure Hunt – Android App

January 2014 - May 2014

Project Manager of group class project implementing **GPS** features and back-end **SQL** server **cloud data** – implemented on a **shared MySQL server**. Programmed using **Java** and managed using a **Bitbucket Git Repository**. Contains custom **GUIs**.

Warlock Woods – iPhone Game

July 2013

Arcade-style tower defense game with a simple twist. Produced using **Objective-C**. Designed for **rapid development**, **simplicity**, and testing **reusability** of pre-existing code **singletons** and **modules**. Includes randomized **AI** for increased gameplay variety.

Stardrop Sprint - iPhone Game

July 2011- July 2012

Stardrop Blaster - iPhone Game

May 2013- August 2013

Produced in **C++**, **Objective-C**, **OpenGL**, and **C** using **Xcode**. Lead/Sole Programmer and Art Director. Contain code related to **OpenGL** graphics, and 3D **OpenGL** output. Contain full graphical GUIs. Coded using **Object Oriented** paradigm. Contain optimized **collision detection** and **AI**. **Game Center** and **In-App Purchases** are integrated. **PHP** web services transfer **XML** data to be displayed in game for advertising and updating purposes.