



Joshua Rufer

Developer / Designer
for iOS & the Web

ADDRESS

504 Warner St. NW
Huntsville AL 35805

PHONE

1 (256) 513-9090

EMAIL

JRufer@GuyWritesCode.com

WEB

[Linkedin.com/in/joshrufer](https://www.linkedin.com/in/joshrufer)
About.me/JRufer
GuyWritesCode.com

Profile

I love creating rich and engaging user experiences, in every technology I can get my hands on. I'm passionate about creating software that is meaningful and helpful to my users. I strive to create elegant solutions, that get out of the user's way and let them accomplish their goals, with as little effort as possible.

I'm always looking to work with others who challenge me to push harder, look at problems from new perspectives, and who understand that every pixel, every byte, every millisecond matter.

I spent over a decade developing Java enterprise applications and the last four years developing for iOS and OS X. As a result, I am intimately familiar with putting terabytes of information, at my user's finger tips.

Skills

iOS Development, OS X Development, Web Server and Web Service Development, Agile Methodologies, Obj-C, C++, C#, C, Ruby, Java Script, Java EE, Spring, JSON, HTML 5, CSS 3, Oracle, MySQL, Perforce, Git, Subversion, CVS, Adobe Creative Suit, Maya 2013, Unity 3D, Vuforia, Ant, and Shell Scripting.

Experience

SENIOR SOFTWARE ENGINEER, CSC HUNTSVILLE, AL – 2009 - PRESENT

Designing and developing iOS (iPad & iPhone) solutions for simulation, training, education, augmented reality and entertainment. I am experienced with the entire app life cycle, from requirements gathering, producing wireframes, rapid prototyping, application architecture and development, automated testing, deployment and maintenance. I pride myself on delivering quality products to our customers. Though most of our apps are privately deployed and confidential, feel free to check out America's Army Comics, (<http://bit.ly/13SqKDT>) and GoArmy Edge Football (<http://apple.co/1jpiFUj>). Both are available in the Apple App Store and Google Play.

America's Army Comics is a collection of high resolution guided comic series with complex animation and sound that help immerse the reader in their stories. All the animations were coded in Core Animation and are sequenced with the panels in the comic so that the action always follows the reader and not the other way around.

GoArmy Edge Football is a training and simulation app, developed in Unity 3D, for coaches and players alike. Coaches can create their own formations, huddles and plays on a digital whiteboard, then play the action back in retina resolution 3D. Players can practice drills, created by their coaches, to test themselves just the way they would in field practice. They can view the action from anywhere on the field and even enter first person mode to see the play unfold just as they would in a real game.

While working as lead developer for a Corp of Engineers contract, I was responsible for the selection and integration of tools and technologies used to replace an existing Cobalt based reporting application with a modern Java web application. leveraging the Spring platform coupled with an in-house ORM and a Dojo driven user interface, we brought speed, reliability and modularity to an existing product.

FREELANCE IOS DEVELOPER / DESIGNER, HUNTSVILLE, AL — 1996 - PRESENT

Refocusing my freelance efforts on iOS development, I have had the privilege of working several contracts for Metabhan Inc., developing applications for clients including Hudson Alpha, The Daily Makover and many more. I also worked with Camdillo Media, to produce educational apps such as Dex ABC and Dex 123.

Along with my iOS work, I also helped Medabahn field test their open source Ruby web framework, Pakyow (<http://bit.ly/ZTzyWp>). Pakyow was used to create an interactive donation kiosk application and CMS, for the Huntsville Hospital Foundation.

COMPUTER PROGRAMMER IV, COTS HUNTSVILLE, AL — 2002 - 2009

As part of Logistics Support Activity's enterprise team, I was responsible for the design of a Spring based development stack, allowing small teams to quickly stand up new web apps. My primary task was developing a unified authentication and authorization security framework, capable of meeting all existing DOD security standards. Allowing older embedded systems to maintain connectivity, required reverse engineering their existing encryption and decryption algorithms and creating special adapters that would allow them to communicate with this new system without compromising system security.

As lead UX designer, I was responsible for the creation and documentation of LOGSA's User Interface standards. This insured visually consistent and maintained 508 compliance, across all applications. This included the training and oversight of several developer teams, each creating applications in this framework.

COMPUTER PROGRAMMER, CST HUNTSVILLE, AL — 2001 - 2002

As part of an XP team, in support of LOGSA, I was responsible for the design and development of a Java based reporting framework, used to deliver over 700 configurable reports, backed a multi terabyte Oracle database, to thousands of concurrent users.

GRAPHIC / WEB DESIGNER, FPMI COMMUNICATIONS HUNTSVILLE, AL — 1999 - 2001

As resident artist, I designed book covers, flyers and promotional material in Adobe Photoshop, Illustrator and Page Maker. I also wrote a small, Perl based, inventory control and ordering system that processed online orders until the company was purchased in late 2001.

Security Clearance

Active TS Security Clearance. ...Don't make me use it. :)