

JENSEN GALAN

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FULL STACK DEVELOPER

Dynamic technical professional with proven leadership skills, a comprehensive background in programming and delivering secure systems on various platforms, along with experience in the following broad-based competencies:

iOS DEVELOPMENT SOFTWARE ENGINEERING OBJECT-ORIENTED PRINCIPLES
RUBY ON RAILS & NODE.JS HEROKU & AWS BACKEND DEPLOYMENT RESTFUL WEB SERVICES

TECHNICAL PROFICIENCIES

Platforms: Mac OS X, Apple iOS, Heroku, Red Hat Linux 9/Fedora, Gentoo Linux, BLE
Programming: C/C++/Objective-C, Ruby on Rails, Node.js, Java, Javascript, RESTful Web Services
SDK / Libs: Facebook SDK, RESTKit, Auto Layout, Storyboards, TestFlight, ReactiveCocoa, Bolts, Firebase, Braintree, Flurry Analytics, Mixpanel, Parse, Branch.io, Rails-API, Redis, Resque, Mandrill
TDD / BDD: OUnit, XCTest, OCMock, KIF, RSpec, MiniTest, factory_girl, Mocha
Software: Xcode, MEAN stack, RabbitMQ, New Relic, Basecamp, Git / GitHub, Splunk, Snort, nmap, TCPDump
Database: Core Data, Realm, PostgreSQL, MySQL, MongoDB

PROFESSIONAL EXPERIENCE

Game Your Game Inc – *San Francisco, CA (remote)*

May 2017– Present

www.gamegolf.com

Senior iOS Developer

- Coded primarily in Objective-C to enhance existing golf shot tracking iOS app and roll out new features, communicating with Bluetooth and NFC devices.
- Mentored junior iOS developers and led code reviews to strengthen team.
- Spearheaded discovery for next generation Game Golf device using BLE to communicate with iOS app.
- Lead iOS developer for machine learning / artificial intelligence project, recommending clubs to golfers based on user's historical data, course historical data, and current weather conditions.
- Collaborated with Python developers to port code to Objective-C.
- Reworked existing code base for offline golf rounds and sync with backend once connection resumes (previously connected only app). Worked with Core Data.
- Investigation and research into Bluetooth Classic issues in iOS.
- Extensive use of Core Location and GPS technologies.

GolfMatch, Inc. – *Manhasset, NY (remote)*

April 2015 – May 2017

www.golfmatchapp.com

CTO

- Sole iOS developer for social golf app.
- Responsible for product roadmap of iOS and Android clients, as well as Node.js backend API.
- Managed small team of Objective-C, Java, and Javascript developers and designers.
- Integrated GolfNow tee time booking engine, focussed on playing partner transparency.
- Designed and implemented Golf Groups feature, allowing golfers to organize events and connect with other local, like-minded golfers.
- Golf Groups helped users organize matches by chatting in real-time, and made the app incredibly sticky.
- Increased one month retention rate from 30% to 75% by funneling first time users to Groups.
- Integrated Braintree Payments for selling golf vacations and events with a Troon partnership.
- Leveraged Branch.io deferred deep links to improve invite conversion rates by 40%.
- Improved SEO by integrating Apple Universal Links for course content.

Bold Learning Solutions – *New York, NY (remote)*

February 2014 – April 2015

www.brainscape.com

VP Mobile Engineering

- Coded in Objective-C to improve and enhance existing Brainscape iOS app.
- Socialized the learning experience with Leaderboards, sorted by subjects users are studying.
- Slimmed down massive view controllers by integrating the MVVM design pattern, resulting in code that was much more reusable and testable.
- Updated over 50 standalone apps to iOS 8, and modernized the look and feel to a more flat design.
- Converted XIBs to use Auto Layout, allowing our code base to layout correctly across all Apple devices.
- Wrote unit tests in Swift using XCTest, and functional tests using KIF.
- Implemented a strategy to track our users' behavior, mining the data to find exactly how users learn using the iOS app.
- Improved user retention through daily study reminders delivered as Notifications, and transactional email drip campaigns.

Weekend Warriors LLC – *Alameda, CA*

July 2008 -April 2016

Co-Founder / Lead Developer

- Sole iOS programmer for creation of white-label branded iOS app solution for the golf industry.
- Designed and developed iOS mobile client in Objective-C, backed by Ruby on Rails API.
- Deployed backend API to Heroku using PostgreSQL database.
- Leveraged RestKit framework to consume JSON from custom-built API.
- Sent transactional emails using Mandrill, and eBlasts using Mail Chimp.
- Worked with clients Loudmouth Golf, Tour Striker, and Wildhawk Golf Club.
- Designed, coded, and successfully launched the iYardage iPhone Application – an interactive golf yardage book – on Day 1 of the AppStore opening in 2008 (over 500,000 downloads).

British Telecom (Formerly Counterpane) – *Santa Clara, CA*

April 2005 – February 2014

www.counterpane.com

Senior Software Engineer

- Responsible for software development and maintaining entire code base of BT Counterpane's proprietary appliance – the Sentry.
- Designed, developed, coded, tested and debugged new software and made significant enhancements to existing software.
- Designed and developed secure, scalable, and fault tolerant solutions across a distributed architecture. Counterpane Internet Security acquired by British Telecom in November 2006.
- Implemented Multi-Threaded Pattern Matching, allowing Sentry code to run on Multi-Processor machines and improving performance.
- Modularized existing software using RabbitMQ, resulting in 10x message processing increase, plus increased reliability and fault-tolerance.
- Designed and developed module in Java to correlate XML scan results from Nessus, Foundstone, NCircle, and Qualys with Firewall and IDS alerts.
- Wrote Java application to inject log data into ElasticSearch.
- Worked with Splunk for Managed Log Retention device, providing big data search.
- Utilized JProfiler to find unclaimed memory resulting in a reduction of the memory footprint by 15%. Corresponding code changes also resulted in parser performance increasing by 12x.
- Coded in C to enhance Sentry's transport mechanism and implement network utilities.

EDUCATION

San Francisco State University

M.S. in Computer Science, May 2006 – 4.0 GPA

Thesis Topic – “Caching TCP Options with SYN_Cookies in the Linux 2.6 Kernel”

http://cs.sfsu.edu/techreports/06/spring/Galan_TR-06-08Cover.pdf

University of California at Los Angeles

B.A. in History, June 1997

AWARDS AND ACHIEVEMENTS

Machine Learning Course – Stanford University (via Coursera)	2017
Distinguished Achievement Award for Academic Excellence – SFSU College of Science and Engineering	2006
SFSU Robert J. Maxwell Scholarship	2005-2006, 2004-2005
National Science Foundation Scholarship	2003-2004