

# Bryan Hansen

Cocoa Developer & Interaction Designer

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## Aspiration

My dream job will allow me to apply a combination of my design and technical skills to create outstanding consumer software for a company that is deeply committed to their product and users. I desire to work in an environment where landing an icon on whole pixels matters, where the text written for an alert view is thoughtful, where design is a fundamental part of the philosophy, and where I can learn from and be inspired by the talented people I work with.

## Experience

### Getaround

[www.getaround.com](http://www.getaround.com)

Sr. Software Engineer

Jun 2013 – Present

Lead software engineer for Getaround's iOS app, facilitating on-demand car rental services. Since joining I have refactored the client-side API to use a modern block-based design and taken on efforts to redesign the app user-experience for iOS 7.

### SeatMe, Inc.

[www.seatme.com](http://www.seatme.com)

Sr. Software Engineer & UX Designer

Jul 2012 – Jun 2013

Engineering for a front-of-house restaurant solution on the iPad allowing real-time guest and operations management with server-side sync. Contribution of key new features and refactorization of core components to increase stability and performance. UX and prototyping on iOS to support future business directives.

### Bitswift

Cofounder

Oct 2011 – Apr 2012

Product development and design of an advanced design tool for the Mac platform, facilitating the creation of user flows for mobile applications. My responsibilities included product direction, development and UX wireframe design.

### Übermind, Inc.

[www.ubermind.com](http://www.ubermind.com)

Director of UX

Mar 2006 – Sep 2011

My project involvement with Übermind has been diverse, encompassing mobile apps for iOS and Android, consumer applications for the Mac and back-end enterprise systems. Through these experiences I have developed a strong sense of user needs and a refined development process. Below are highlights of my projects:

#### Target

Lead UI/UX Engineer

[itunes.apple.com/us/app/target/id297430070?mt=8](https://itunes.apple.com/us/app/target/id297430070?mt=8)

UI/UX design and development for a national retailer's multi-platform mobile initiative. (iPhone, iPad, Mobile Web) After delivering our initial iPhone app solution we were engaged further to define and develop their entire mobile ecosystem.

◆ Target awarded 2010 Mobile Retailer of the Year by Mobile Commerce Daily

#### Apple iTunes Connect

UI Designer

[itunes.apple.com/us/app/itunes-connect-mobile/id376771144?mt=8](https://itunes.apple.com/us/app/itunes-connect-mobile/id376771144?mt=8)

Supported design for an Apple iOS app released to the iOS development community. Designed app icon and primary UI.

#### Masque

Lead UI/UX & Software Engineer

[itunes.apple.com/us/app/masque-lite/id379875446?mt=8](https://itunes.apple.com/us/app/masque-lite/id379875446?mt=8)

Developed an OpenGL ES driven photo-editing app for the iPad which uses multi-

touch gestures to apply effects and allows users to share results to popular social networks. Released to coincide with the initial iPad product launch. Responsible for overall product vision and design.

- ◆ Featured App on the App Store

### **Best Camera**

Lead UI/UX & Software Engineer

[itunes.apple.com/us/app/best-camera/id329800600?mt=8](https://itunes.apple.com/us/app/best-camera/id329800600?mt=8)

Developed an iPhone photography app allowing users to apply image effects to photos and share them via popular social networks. Responsible for overall product vision and design.

- ◆ Reached #11 in Top Paid on the App Store
- ◆ 480k+ photos submitted by users after 6 months.
- ◆ Übermind's most successful paid app to date

### **Rick Steve's Tour Apps Suite**

Lead UI/UX & Software Engineer

[itunes.apple.com/us/app/rick-steves-historic-paris/id315838862?mt=8](https://itunes.apple.com/us/app/rick-steves-historic-paris/id315838862?mt=8)

Created a suite of interactive, iPhone travel guide apps for vacation destinations in France and Italy. Responsible for overall product vision and design.

- ◆ Featured in Apple's national television ad campaigns, full-page print ads in national magazines, and Apple Store displays.

### **iLightr**

Lead UI/UX & Software Engineer

[itunes.apple.com/us/app/ilightr-free-virtual-lighter/id410056222?mt=8](https://itunes.apple.com/us/app/ilightr-free-virtual-lighter/id410056222?mt=8)

Developed an iPhone entertainment app which uses OpenGL ES, custom sound effects, and accelerometer to simulate a realistic pocket lighter. Responsible for overall product vision and design.

- ◆ Reached #15 in the Top Paid apps on the App Store.

### **iTunes Music Store Transporter**

Jr. Software Engineer

Contracted by Apple to engineer a Java tool for publishers to upload content to the iTunes Store. Implemented industry-standard asymmetric encryption to ensure secure data transport.

## Community Involvement

### **iOS Tutorial Blog**

Created a step-by-step tutorial for UICollectionView custom layouts, introduced in iOS 6.

[www.skeuo.com/uicollectionview-custom-layout-tutorial](http://www.skeuo.com/uicollectionview-custom-layout-tutorial)

### **AdAge Presentation**

Created and delivered a presentation during the AdAge 2011 Conference in San Francisco highlighting our work with Target to define their mobile strategy and produce content forward apps.

## Education

### **Colorado State University**

BS in Computer Science, Graduated 2005

## Skills

Cocoa/Objective-C, Xcode & iPhone SDK, Expecta/Specta, CSS/HTML, Java, OpenGL, Ruby on Rails, Git, SVN, Adobe Creative Suite, OmniGraffle, Keynote

## Fun

Music, Photography, Kiteboarding, Skiing, Backpacking, Traveling, Cooking