

# Alec Barton

Application Developer

BartonDeveloper.com

abartondeveloper@gmail.com

215-704-1703  
Greater NJ Area

## **PROFESSIONAL EXPERIENCE**

---

### **Foggy Glasses News LLC**

Brooklyn, NY • foggyglassesnews.com

FullStack Mobile Developer & Programming Consultant • May 2019 - October 2019

#### **Responsibilities**

Worked with team of developers to build company's iOS App. Developed app primarily in Swift & Objective C (for frontend) and Javascript/Typescript (for backend). Managed additional responsibilities for the growth of the app.

- Built app features and created UI/UX with Swift
- Implemented a system to select and send users trending news based on their interests; with Javascript & Typescript
- Implemented RESTful API with Javascript to crawl the web to gather trending articles
- Managed and modified the app's databases with Google Firebase
- Implemented analytics in Firebase to track user engagement within the app
- Worked with project lead to consistently deliver high quality code
- Managed releases to the app store and oversaw the development of the app's ad campaign
- Coded and maintained company website with HTML5, CSS and Javascript

### **The College App LLC**

Mahwah, NJ • thecollegeapp.co

Frontend iOS Developer & Consultant • Oct 2017 - Current

#### **Responsibilities**

Developed features for iOS app used widely by college students (10k+ monthly users). Assisted in management of app.

- Worked with lead developer to implement new features.
- Built user interfaces with Swift.
- Implemented 3rd party APIs to allow users to share content from The College App to other social media platforms including Facebook, Instagram, Twitter and Snapchat.
- QA tested new features & debugged code

### **Capstone Project • CropFarm (iOS Game)**

Developer & Designer • Jan 2018 - June 2018

#### **Project Description**

Design and implementation of a fully featured game from scratch. Developed in Swift utilizing Apple's SpriteKit framework.

- Designed and implemented core gameplay functionality and UI/UX
- Wrote custom algorithms for game functions including procedural generation
- Created original art assets in Adobe Illustrator
- Published to the app store and monetized with advertisements through Google AdMob

## **SKILLS**

---

### **Programming**

- Swift (2+ years), Javascript/Node.js (4+ years), Python (4+ years), C++ (6+ Years), Objective-C (2+ years), C#, Java
- Over 2 years experience developing mobile applications for the iOS platform, using Swift, Objective C. And utilizing 3rd party libraries (cocoa pods) and Apple's frameworks (cocoa touch, foundation, etc). Some additional experience with Android development
- Strong experience developing and implementing RESTful APIs
- Development of responsive web apps and sites with HTML5, CSS4, Javascript/Typescript using React, Sass and Bootstrap
- Experience working with a development team in the Agile environment and managing large coding projects using GIT for source control
- Experience hosting apps in server-less architectures such as Firebase and AWS
- Experience managing NoSQL Databases (Firebase & MongoDB), additional experience in SQL databases
- Strength in writing well organized and well documented code conforming to modern best practices

### **Design & Graphics**

- Ability to quickly prototype apps in Adobe XD and Sketch
- Skilled with Adobe Illustrator, Photoshop and the entirety of Creative Suite 6
- Graphic Design experience
- Experience in 3D modeling, rendering and animation in Blender & C4D

## **EDUCATION**

---

Ramapo College of New Jersey • Mahwah, NJ  
B.S. Computer Science • 2014- 2018