

Michael Panoff

iOS Engineer

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iOS engineer with senior level software development experience, working with a variety of technologies and industries. Additional experience in user interface development, web-applications and highly scalable back-end system. Based in San Francisco.

Software development experience

- Languages: Objective-C, Swift, Java
- Cocoa Touch, iOS, iPhone / iPad
- Relational databases, SQL, Core Data
- Dev Tools: Xcode, source control, issue tracking systems
- Scrum

Education

BS Computer Science – May 1998

Purdue University

West Lafayette, Indiana

Experience

Senior iOS Engineer

Slack

August 2014 to Present

iOS Engineer

Instapan

May 2014 to Present

- Personal project. Instapan is an iPhone app that generates a video from a panoramic photo for sharing on Instagram and other social networks. Additional details on the app store: <https://itunes.apple.com/us/app/instapan/id898405847>

Senior iOS Engineer

Fitbit

February 2012 to May 2014

- Worked on a variety of features, in particular Friends, Messaging, Invites, Aria Scale management, Alarms and iOS 7. Lead on social features. Extensive use of Core Data and Fitbit's APIs.
- Supported research team with iOS technologies and prototypes.

iOS Engineer

flickr.com

May 2011 to February 2012

- Development lead for Flickr iPhone application, responsible for all technical aspects of project. As a freelance contractor, was initially tasked with stabilizing the existing application – fixing various memory, threading and architectural issues. Roll evolved to ongoing support and maintenance of application, as well

as re-implementation of various features. Also assisted with other iOS projects.

iOS Engineer

eHarmony.com / Foundero

January 2011 to May 2011

- iPhone application development for eHarmony online dating app, Jazzed. Sub-contractor through foundero.com.

Senior Engineer

Yahoo!

Burbank, California

October 2007 to October 2010

- User interface engineer for Yahoo Search Marketing Desktop. YSMO was a desktop Adobe Air application for Yahoo! search advertisers to bulk manage their accounts, campaigns, keywords, excluded words and ads. Responsible for design and implementation of UI components in Adobe ActionScript / Flex.
- Technical lead of high performance, multi-tier, real-time advertisement click processing system. Responsible for all technical aspects of project. This includes system design, software implementation, hardware sizing, production configuration and to a lesser degree, management of tasks and resources. System was implemented using various J2SE / J2EE technologies, MySQL database and JBoss application server. Production environment consisted of approximately 40 Linux servers, distributed over various data-centers.

Senior Engineer

Earthlink

Pasadena, California

June 2006 to September 2007

Software Architect

iRise

El Segundo, California

June 2000 to June 2006

Developer

www.paymybills.com

Pasadena, California

October 1999 to June 2000

Web Applications Engineer

Earthlink

Pasadena, California

September 1998 to September 1999

Software Engineer

Xerox

El Segundo, California

June 1998 to September 1998