

John Regner

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An expert technologist with an eye for quality and the drive to achieve it. I thrive when my teammates succeed.

iOS Developer — *2015–Present*

Work History: Walmart, Safeway, Tripstr, Spark App Studio

Tech Fluency: Swift, Objective-C, git, carthage, ruby, bash, GraphQL, Core Animation, Quartz, svn, Agile

Team

- Designed and lead trainings: Git workflows, Unit Testing, Object Oriented Design, UIKit, and CA basics
- Established myself as the build environment support to eliminate tech issues for developers
- Introduced and organized efforts to align developer and CI tooling to reduce errors
- Converted Safeway iOS team from SVN to Git for increased flexibility

Initiative

- Developed and deployed custom Pull Request error reporting in order to shorten developer feedback loop
- Identified need for iPad version at Walmart and built proof of concept to demonstrate for management
- Co-Founder of Spark App Studio

Author

- Successfully shipped dozens of apps and versions independently and as part of large teams
- Authored feature work used by millions of customers including feature flags and VoiceOver support
- Wrote scripts around Walmart ReactNative wrapper to save developers time
- Used Photos framework along with CoreData and AsyncDisplayKit to engage users

Workflow

- Ensured regressions were caught early in iterations by adopting XCUITest and FBSnapshotTestcase
 - Removed errors from build process with fastlane so multiple build variants could be created
 - Performed an audit of Github Organization permissions to ensure appropriate access
 - Researched and deployed numerous Swift, Xcode, and tooling migrations for a team of 170 developers
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Organizer & Presenter — Santa Clara iOS Connect *2015–2017*

- Taught and mentored beginning and intermediate iOS programmers through meet-ups
- Designed and presented trainings on iOS Unit/UITesting, Git + GitHub, and CoreLocation

Software QA — Astronautics Corporation of America *2012–2015*

Tech: Linux, bash, python, sed, awk, C, C++, Visual Studio, Cygwin, make

- Automated re-imaging of server and install of testing scripts to reduce testing time
- Designed tests and scripts for verification of a Linux Server and remote terminals

R&D Intern — MIT Lincoln Lab *Summers 2009–2011*

Tech: C#, Visual Studio, LabView, MATLAB, Simulink

- Designed and built radar user interface, and FPGA radar sub components
- Implemented k-means clustering algorithm and associated graph

Education - MSOE - BS Electrical Engineering *2007–2011*

- WAVE Smart Home Power Monitor – Tech: C, C#, SVN, Embedded Systems, Perl, Wireless UART
- iPhone Audio Effects System – Tech: Objective-C, CoreAudio, Debugging

Aviation Electronics Technician — US Navy *2003–2007*

- Supervised and delegated troubleshooting and maintenance tasks to a team of 8 people
- Analyzed and repaired faults in multiple hardware systems

Professional Development

- C Programming - March 2022
- DevCamp Hackathon - Best Open Source - San Francisco, Nov 2016
- Functional Swift Conf - Dec 2014 & Apr 2017
- Swift Summit - Oct 2015
- Swift Lang User Group - 2015–2016
- Santa Clara iOS Connect - 2015–2017
- Advanced iOS Big Nerd Ranch - Atlanta, GA - Feb 2015
- RokkinCat Hackathon - Oct 2014 & Jan 2015
- NSCoder Milwaukee - 2014–2015
- CocoaConf - Aug 2014

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<https://github.com/regnerjr/regnerjr.github.io>