Alexsander Akers

iOS Software Engineer

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ABOUT

Alex left college to lead mobile engineering efforts at Branch, which Facebook acquired in late 2013. There, Alex worked on both the Rooms app and the React Native framework. After moving to Berlin, Alex spent a year at Shutterstock before joining Microsoft To-Do's Apple platforms team.

EXPERIENCE

Software Engineer
Microsoft
Berlin, Germany
Dec 2016 - Present
Working on the To-Do client apps for Apple platforms.

Software Engineer
Shutterstock
Berlin, Germany
Nov 2015 - Oct 2016
I worked on both of their mobile apps. One of which allows Shutterstock contributors to manage image metadata for their submissions, upload new submissions from their phone's camera roll, and view both their daily and monthly commission earnings. The other app allows Shutterstock customers to search for, view, and organize high-quality stock photography.

Software Engineer
Facebook, Inc.
New York, NY & London, UK
Jan 2014 - Sep 2015
Until December 2014, I worked on the Rooms app, since discontinued. Following that, I was a core team member of the React Native framework from January until September 2015. It made its open source debut in March of that year.

Lead Mobile Engineer
Branch Media, Inc.
New York, NY
Aug 2013 - Jan 2014
Led mobile engineering efforts at Branch. Wrote the mobile iOS client for Potluck, a link-sharing social network for friends to discuss online content. I also wrote the iOS app PhoneTag, a voicemail style app where friends can send voice memos to each other accompanied by some kind of contextual photo.

Intern
Foursquare Labs, Inc.
New York, NY
May 2013 - Aug 2013
Performed tests to quantify the battery effects of background location monitoring to surface useful tips for nearby restaurants and other venues. After iOS 7 was announced at WWDC a few weeks into my internship, I worked the rest of the summer to help update the Foursquare iOS client for the new interface design patterns.

iOS Developer
Minus Inc.
New York, NY
Sep 2012 - Feb 2013
Assisted in the iOS client rewrite for Minus, a social platform for meeting, chatting with, and sharing photos with nearby people. I was in charge of the messaging and inter-user communication features. I wrote the message conversation view and associated message sending and storage.

Intern
Small Planet Digital, LLC
Brooklyn, NY
Jun 2012 - Aug 2012
Added analytics tracking for user behavior to Dragon Brush, a storybook app for iPad. Coded custom controls and in-game aesthetics for Disneyland Explorer. I wrote the app Bean, a virtual counting assistant.

Chief Panda
Pandamonia LLC
Jan 2009 - Present
Pandamonia is a creative outlet for Alex to publishing iOS and macOS apps. Some highlights include Lifelink, a nearby multiplayer MTG score counter, and Hydr8, a HealthKit-enabled water tracking app.

EDUCATION

Columbia University
2012 - 2013
Began a B.Sc. degree in computer science but took an indefinite voluntary leave of absence before joining the Branch team.

PROJECTS

MessagePack.swift
MessagePack is a data format not unsimilar to JSON. Written in Swift, this library provides serialization and deserialization functionality, taking advantage of Swift-only features that other Objective-C-based implementations lack.

JavaPay (formerly PebbleBucks)
Formerly PebbleBucks, JavaPay provides a native Starbucks payment experience on the Pebble smartwatch platform. Originally providing automatic card detail fetching for Starbucks' online users, this functionality was removed at the request of Starbucks' legal team. Written in C and JavaScript.

React Native
Facebook
The core React Native for iOS team inherited the codebase from its previous authors with the intent of making the then-internal implementation ready for the open-source community. References to Facebook-specific code had to be removed, Objective-C++ was simplified to Objective-C, and the developer experience was greatly improved. I continued to work on React Native following its March 2015 open source debut until I left Facebook. While there I worked on developer experience, liaised with public users of the library on GitHub, and wrote UI features like text rendering and CSS-like border customization.

SKILLS

Advanced in iOS development

Skilled in Objective-C and Swift

Well-versed in Swift server-side technologies

Proficient in scripting languages like Ruby, Python

Web, mobile, and open-source experience for 5+ years

Advanced in modern source control (Git, Hg) and team-based workflows

Speaker at various international conferences and meet-ups

CONTACT

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https://facebook.com/a2

https://github.com/a2