

James S. Kang

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Summary

iPhone developer with a strong background in web development and a long history in native desktop application development.

Experience

Phalange Software – Developer, January 2009 to Present.

Designed and developed the following products for the iPhone and the desktop:

- Call What (<http://phalangesoftware.com/callwhat>), an iPhone utility that aids with the dialing of alphanumeric numbers.
- Stock Footage Film Festival (<http://phalangesoftware.com/stockfootage>), an iPhone entertainment application that plays, navigates by index, and searches a library of videos, as well as allows users to post findings within the library to Twitter.
- attneveryone (<http://phalangesoftware.com/attneveryone/>), an Adobe AIR application that updates status on Twitter, AIM, Google Talk, and Facebook via REST, OAuth, and XMPP. Coded in Actionscript 3.0 using Flex, using SVN for source control.

Voter Activation Network – Developer, April 2009 to June 2010.

- Wrote network communication code for the **MiniVAN Touch** iPhone application (available in the App Store) in Objective-C using the Cocoa framework.
- Wrote server side RESTful APIs for the MiniVAN Touch iPhone application in VB .NET and SQLite.
- Built a framework to build several different client-specific iPhone applications using the same Xcode project and shared codebase.
- Wrote a WYSIWYG form editor for the web. It allows users to freely arrange a variety of UI elements, some dynamically generated, in a form that they can use to make data entry easier. Built with Javascript, jQuery, CSS, HTML, and JSON. Wrote supporting RESTful APIs for the editor in VB .NET.
- Currently designing and implementing an iPad application.

Obama for America – Data Fellow, May 2008 to April 2009.

- Volunteered in Indiana. Helped deliver a historically Republican state to the Democratic Party.
 - Analyzed millions of records using MySQL and Perl to help make decisions about canvassing targets.
 - Wrote Perl and Greasemonkey scripts to free up staffers that were spending whole days doing tasks manually.

GN ReSound – Senior Software Developer, July 2004 to May 2008. (4 years)

Worked on a team that built Windows software that allowed users to adjust and monitor hearing instruments.

- Wrote code in C++, using STL, ATL (COM), XPath, and MFC in Visual C++ 6.0, C# in Visual Studio 2005 and 2008, and SQL in a Firebird database.
- Rapidly prototyped new UI designs in Flash for marketing approval and usability testing.
- Wrote and reviewed design documents and requirements documents for new features.
- Wrote a data graphing feature that provided extensive analysis of hearing device data.
- Researched XML parsing/editing and wrote a utility layer in C++ to shield other developers from having to deal directly with MSXML.

InstallShield Software Corporation – Software Developer, August 2000 to July 2004. (4 years)

Worked on a team that built IDEs for developing installation packages for Windows software.

- Wrote code in C++, using STL, ATL (COM), the Win32 API, and MFC in Visual C++ 6.0 and 7.0 environments.
- Integrated the InstallShield DevStudio development environment into the Visual Studio .NET shell as part of a two-person team in a timeframe of three months using the then-sparsely-documented Visual Studio Integration Program SDK.
- Worked as part of a small team to merge together two major – and vastly different – flagship products in a short timeframe.

Education

Northwestern University, Evanston, IL

- BS in Computer Science, 1999.

References

Available upon request.