

Jay Koutavas

15 Field Road, Windham, NH 03087 | (603)595-4585 C: (603)204-3392 | jay@heynew.com

14-Feb-2018

SUMMARY

I am a highly experienced commercial software developer with a keen eye on attention to detail and product quality. I excel at real world problem solving and I enjoy working with people immensely.

HIGHLIGHTS

- Object-C, C, C/C++, Java, Javascript
- Xcode development tools
- Visual Studio development tools
- Cocoa and Cocoa Touch frameworks
- Angular, Ionic, and React Native
- Highly experienced with macOS and iOS app development
- Experienced with back-end server development
- Quality Assurance background
- Scrum development methodology
- Strong experience and interest in developing user interfaces
- DevOp experience on AWS

ACCOMPLISHMENTS

I have been part of multiple large-scale cross-platform commercial software development projects and DevOps. From the stage of defining the product, through the development cycle to shipping to customers. Also experienced with smaller scale software development running my own software consulting business, Heynow Software. Ample experience in team forming and leading.

EXPERIENCE

The following highlights my work on cross-platform projects I've led and contributed to. A detailed history of all projects I've participated is available here: <https://heynew.com/jay/ContractingResume.pdf>

02/2017 to 01/2018 Lead Principal Engineer
Industrial Intelligence – Kennesaw, GA

Developing cross-platform applications for IIoT (Industrial Internet of Things.) Work is being done in Angular, NodeRED, and related JavaScript frameworks. Apps deploy to both desktop as PWAs (Progress Web Apps) and to mobile devices, utilizing Ionic's user interface framework. Backend DevOps involves integration with Oracle services using a Microsoft IISS-based RESTful API using Express.js/Node.js that I design and built.

02/2014 to 12/2016 Consulting Principal Engineer
Fidelity Investments – Merrimack, NH

Worked on [Fidelity's personal investing iPhone and iPad apps](#). Worked closely with design, engineering, management, and QA teams in a Scrum environment. My responsibilities were developing user interface elements and workflows. Also played a key role in the design and implementation of their version 3.0 iOS architecture. Work was done in Objective C / Cocoa Touch and Swift. Served as a mentor for junior engineers. The code base for the v3.0 project is measured in over a million lines of code.

Implemented a proof of concept server of financial data / news using Padrino/Ruby-based RESTful server deployed to AWS, allowing for rapid deployment of feed service for iOS and Android app developers.

03/2012 to 06/2017 Consulting Principal Engineer

[Fishman Transducers](#) -- Andover, MA

Worked as the software engineering team leader / lead developer for the desktop software of the [Fishman TriplePlay](#) wireless MIDI guitar pickup product. Work involved implementing the user interface components of the product and software, hardware, and Digital Audio Workstation integration. TriplePlay is implemented in C/C++ using the JUCE application framework deployed to macOS and Windows. This was a large green fields project, measured in 100s of thousands of lines of cross-platform common code.

01/2010 to 11/2013 Consulting Principal Engineer

LSN Mobile – Atlanta, GA

Lead engineer for the news app [Local News](#), it was a popular free app that represented over 120 television news stations. Responsibilities included design and implementation of user interface and XML middle-ware. Formed a three-engineer team to deliver across iOS, Android, and BlackBerry. Worked closely with LSN to ensure we had the right integration with their news aggregation server and created a pleasing user experience. Local News had over 3 million downloads. This was a green fields project and consisted of 100s of thousands of lines of code.

02/2009 to 01/2017 Lead Engineer, Founder

(part-time) **Heynow Games** – Windham, NH

Founded Heynow Games as a part-time outlet for making fun apps. iOS design and engineering lead for the [Wordstro](#) iOS word game. Development was done in Objective C Cocos2D integrated with UIKit. The game makes good use of the Chipmunk 2D physics engine. Designed, developed, and did DevOps for a Padrino/Ruby-based game server back-end, deployed to Heroku.

Work on an unreleased title involved the use of JavaScript-based Cocos2D-x and JavaScript-based React and React Native frameworks for a cross platform app that runs on iOS, Android, and in web browsers. The server back-end component is being implemented in Express.js/Node.js deployed to AWS.

01/2008 to 04/2016 Consulting Lead Engineer

Optek Music Systems – Reno, NV

Developed Optek's [GT Control](#) guitar teaching application. GT Control is deployed to both macOS and Windows on the same code base using JUCE and C/C++.

Developed Chords and Scales app for both desktop and mobile. Work also was done on a prototype desktop/mobile app that linked the guitar with iTunes that shared a common JUCE-based C/C++ code-base. These green field projects were done using 100% cross-platform code.

Designed and developed the Fretlight Bluetooth/USB SDK. Work was done in C/C++ and Objective C. The SDK is capable of supporting wireless and wired Fretlight guitars on both iOS, macOS, and Windows platforms. <https://fretlight.com/pages/get-the-fretlight-sdk>

Designed and developed Guitar Tunes which linked the guitar to a user's iTunes library. This cross-platform green fields project shared 90% common native code across macOS, Windows, and iOS. Did the design and development for the back-end server. Deployed to massive scale on AWS Beanstalk cloud.