Micah Bunting

(512) 838-3250
amnykon@gmail.com
https://www.linkedin.com/in/micahbunting
https://github.com/amnykon
https://amnykon.github.io

Skills

Swift · [ObjC] Objective-C · CloudKit · MapKit · SceneKit · XCTest · Git · Restful Api

Experience

iOS Developer
2017 – Present
Picky
Austin, TX.

Picky - Social video review app.
https://itunes.apple.com/app/id920899408
Group developed iOS app. Technology used: Objective-c, Swift, Restful Api, CocoaPods, PBJVision, Git.
- Improved onboarding by not requiring a user to sign up until they want to.
- Refactored code to reduce technical debt and to bring the code up to standards.

Freelance iOS Developer
1997 – Present
Amnykon Studios
Austin, TX.

Photo Drops - Social geographical photo sharing app.
https://itunes.apple.com/app/id1266946388
Group developed iOS app. Technology used: Swift, MapKit, CloudKit, AVFoundation, Git.
- Tech lead over a team of 4.
- Utilized CloudKit to store and retrieve photos.
- MapKit was used to annotate where photos were taken.
- Used Core Location to determine photo visibility.

Project Flow - Task management app.
https://itunes.apple.com/app/id1261434444
Personally developed iOS app. Technology used: Swift, CloudKit, Git.
- Utilized CloudKit to store project information.
- Shared database was used to allow multiple people to coordinate their efforts on a project.

SParser - Parsing language that creates swift parsers.
https://github.com/amnykon/SParser
Personally developed compiler. Technology used: Swift, XCTest, Backus–Naur form, Git.
- Converts .sparser files directly to Swift files to be compiled along with other code.
- Decreases the time it takes to develop parsers.

Geometric Tactics - 3D strategy game.
https://github.com/amnykon/GeometricTactics
Personally developing iOS game. Technology used: Swift, SceneKit, Git.
- Rendered display with SceneKit.
- Implemented 3D animations using SCNActions.

Distributed Auto Build File System - File system containing source control and build system.
Personally developing file system. Technology used: C, FUSE, Merkle tree data structure.
- Used a Merkle tree data structure to store and retrieve files.
- Utilized FUSE to interact with the kernel.

Software Technician
2014 – 2017
National Instruments
Austin, TX.

ATSturbine - Test suite framework.
Personally developed framework. Technology used: Python, Jenkins, Perforce, Yaml.
- Leveraged existing components to build the test suite framework.
- Yaml was used to configure test suite's installation instructions.
- Developed test suites for high-speed serial and pattern-based digital instruments using ATSturbine.

Photo Lithography Technician
2011 – 2013
Samsung Austin Semiconductor
Austin, TX.

Tool of Tools - Remote access app.
Personally developed App. Technology used: C, cURL, SSH, VNC, GTK+, SQL.
- Automated the retrieval of reports which resulted in a 95% improvement of time management.
- Received Praise Award for software development.

Nuclear Electronics Technician
2005 – 2011
United States Navy
Bremerton, WA.

Education

Immersive iOS Development	Graduated 2017	DevMountain
Bachelors of Science in Nuclear Engineering Technology	Graduated 2015	Excelsior College