

Noah Emmet

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I'm a self-taught iOS developer who's comfortable programming solo or on a team. I have a passion for UX and accessibility, and a deep understanding of iOS human interface guidelines and trends. In my spare time, I've enjoyed building server-side Swift apps, using the Vapor framework, and playing with SwiftUI. My skills include asking good questions, questioning my assumptions, and not panicking when things break.

Work Experience

Senior iOS Developer @ Karbon

September 2019 – November 2020

- On a three-person team, rewrote and shipped Google Meet's in-call video experience, for use in the [standalone Meet app](#) as well as [integration into Gmail](#).
- Responsible for in-call messaging, including in-depth accessibility compliance.

iOS Developer Eng II @ Simple

September 2014 – July 2018

- Shipped multiple product features, including interactive transaction notifications, a searchable support database, and in-app travel notifications.
- Built an endpoint representation layer, which made heavy use of generics to guarantee type safety from request to response.
- Built a reusable UI pattern library, wherein each component had a corresponding Xcode Playgrounds.
- Converted an Objective-C codebase to ARC, and handled several Swift language migrations.

iOS Developer @ ISITE Design

August 2013 – March 2014

- Built the 1.0 of [Elevation Fitness](#), an iPad app that allows personal trainers to track and assign exercises to their clients.
- Assorted bug fixes and small feature additions for [Esri Events](#). It's backed by hundreds of megabytes of SQL data per conference, including lots of custom map data.

iOS Developer @ Upstart Labs

July 2012 – May 2013

As the sole iOS developer on the team, built and released several iOS apps from scratch, including

- Celly (no longer available), a communication app popular in the education sector. The iPhone client had over 50 screens, handled lots of state, and persists via Core Data.
- [Taplister](#), a client for finding nearby bars and the beers they're stocked with.
- [SERPS](#), a quick and simple SEO client.

Side projects

Calagator

A very simple, [open-source](#) SwiftUI client for calagator.org, a PDX tech calendar. ([App Store](#).)

Booze, Oregon

Booze, Oregon taps into the Oregon Liquor Control Commission's liquor database, and lets you search for up-to-date prices, sales, and local inventory. It's a full-stack Swift app, from client to server. ([App store](#); currently removed due to a breaking change in the OLCC website.)

Surprise!

Surprise is a tool to help you remember gifts for the loved ones in your life. It features lots of custom animation, some fun little date recurrence UI, and Markdown export. ([App store](#).)

Developer Skills

- Swift & Objc, including a (currently offline) full-stack Swift client/server app
- Excellent UX proficiency
- Core Data
- Core Location (geo-fencing, map overlays, battery-life considerations)
- Core Animation, Autolayout
- KVO, KVC, multi-threading (GCD, futures, networking)
- CocoaPods, Carthage, Swift Package Manager
- Arduino/Teensy/Processing/Bluetooth 4.0 LE
- Photoshop, Flash, Sketch, 3D animation (mostly as hobbies)

References

- Matt Blair, Senior iOS Engineer @ Karbon:
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 - (503) 757-1764
- Sasha Mace, former VP of Engineering @ Simple:
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