

Robert Linnemann

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Bachelor of Arts, University of Minnesota Duluth 2005

UROP (Undergraduate Research Opportunities Program) Recipient

With a BASIC book on my knee at 8 years old I knew I wanted to be a programmer. I have worked as a mobile developer in fin-tech, the health-care industry, furniture, retail, grocery, marketing & games. I keep up on both platforms, but I prefer iOS. I love Salmon, ask me about them. I am very inspired by great design and employ my idiomatic knowledge of the platforms and their interactions to craft the best user experience. I crave collaboration and am an eager pair-programmer.

AudioEye Inc *Lead Mobile Engineer*
Portland, OR 2020-Current
Accessibility Product (iOS, Swift) - Research & Development

Acorns Grow Inc *Senior iOS Engineer*
Portland, OR 2018-2020
Acorns (iOS, Swift, Objective-C) - Investment & Retirement product
Acorns (Android, Kotlin) - Investment & Retirement product

Kroger *Mobile Engineer*
Portland, OR 2018
Kroger (Android, Kotlin) - Retail Grocery Ordering

Steelcase, Inc *Senior iOS / Android programmer*
Portland, OR 2017-2018
Steelcase Find (iOS, Swift) - Conference room booking
Steelcase Find (Android, Kotlin) - Conference room booking
Room Wizard Prototype project (QT, C++) - Conference room booking IoT
Furniture integrations (iOS, Swift) - Bluetooth for desk options

Trahey Group *iOS / Android programmer*
Portland, OR 2016
Ocean Vessels (macOS, Objective-C) Illegal fishing vessels searchable off-line
Nike Lookbook Fall/Winter '16 (Android, Java) - Product Marketing
Nokia Bell Labs (iOS, Swift) - Internal Communications Platform

Metal Toad *iOS / Android / Mac OS X programmer*
Portland, OR 2014-2016
Galactive Game for Mattel (iOS, Objective-C) - SpriteKit game using HealthKit as power source
Daimler Coaching App (Android, Java) - Telematics console from real-time big data sources
The Caregiver (Android, Java) - Health-Care news platform
Book This Room (iOS, Objective-C) - iPad outside conference rooms for booking
Force Click Demo (Mac OS X, Objective-C) Mac force touch demo & blog
NBC (Mac OS X, Objective-C) - Broadcast Schedule for sales
ABC (Android, Java) - Broadcast Schedule for sales
NBC (iOS, Objective-C) - Broadcast Schedule for sales

Finity, Inc. *iOS / Android mobile programmer*

Portland, OR 2013-2014

Dance Now (iOS, Objective-C) - Health tracking via Dance
Get Fresh With Fruit (iOS, Objective-C) - Health tracking of Fruit intake
Just Drink Water (iOS, Objective-C) - Health tracking of Water intake
Just Drink Water (Android, Java) - Health tracking of Water intake
Veg-Out! (iOS, Objective-C) - Health tracking of Vegetable intake
Step-Up (Android, Java) - Health tracking with pedometer
Step-Up (iOS, Objective-C) - Health tracking with pedometer

Epistrophy *Programmer / Designer*

Duluth, MN 2007-2010

Portland, OR 2010-2016

Odell (Apple Watch, Objective-C) - Ecological Game from fish perspective
Egg Hunt (iOS, Objective-C) - Children's game
Sax Guide (iOS, Swift) - Saxophone fingering guide and practice
Pro Oboe Fingerings (iOS, Objective-C) - Oboe fingering guide and metronome
Images of Library of Congress (iOS, Objective-C) - Reference to online LoC data

R.I. *Lead Web Programmer & DBA*

Duluth, MN 2007-2012

Wrote PHP, Javascript (jQuery), HTML, CSS and SQL
Maintained large OSCommerce PHP store (14K products) and MySQL databases
Integrated multiple remote warehouse systems with (REST, Email, SFTP)
Created web services for live stock-checking from multiple warehouses
Wrote custom programming for PPC marketing, A/B Marketing and email marketing
Custom push-ordering system(XML-RPC), and Custom reporting

Maurices *Software Developer*

Duluth, MN 2005-2007

Wrote VB.NET for desktop applications with Oracle and Microsoft SQL Servers
Wrote online gift card store in VB.NET with full merchant processing (C)
Worked in cross-functional groups for marketing development projects and office remodeling
Wrote C and BASH programs for custom daily report pushed to retail POS systems nationally

University of Minnesota:

Visual & Digital Imaging Lab *Programmer / Designer*

Duluth, MN 2005

Developed touch-screen kiosk for Swenson Science Building (Flash, AppleScript, MySQL)
Wrote PHP CMS (content management system) to update main Flash Application
Composed & produced music for multiple 3d shorts

Duluth.com *Web Programmer*

Murphy McGinnis Interactive

Duluth, MN 1999-2001

Developed proprietary store engine (PHP, Javascript, MySQL)
Rolled out custom store to 160+ stores and provided support
Wrote weblog parser in Perl for web traffic & financial daily reports

Languages

Swift
Kotlin
Objective-C
Java
JSON
SQL
C

Technologies

Git
Agile/Scrum
UI/UX
Accessibility
Continuous Integration
SpriteKit
CocoaPods
Carthage
Dagger
Rx Swift
Bluetooth
UIKit / AppKit
REST
Web Services
Confluence
GNU/Linux
Cocos2d
IoT

Applications

Xcode
Android Studio
IntelliJ Idea
Microsoft Office Suite
Adobe Photoshop
KidPix
Emacs