

# Terence J. Grant – iOS Developer

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European Union Passport (Ireland)  
Languages: English, Japanese

## Skills

- Managing small to large teams
- Scheduling and budgeting
- Experience hiring contract talent
- Knowledge of coding patterns, practices
- Quick turn-around projects
- Excellent verbal / written communication
- Works great under pressure
- Experience in conflict management
- Reliable and organized
- Encourages / promotes positive values

## Experience

### iOS Developer (Objective C, C++)

June 2011 – Present

Freelance

Currently publishing an iPhone / iPad game, open to contract and full time iOS opportunities.

### PHP / JavaScript Developer (Open Source) Jan 2006 – Nov 2009

DokuWiki

Created Wikipedia-like theme and database backup plugin for the open source CMS "DokuWiki" project. <http://dokuwiki.org/>. Worked on other plugins for this project but these were the two most popular.

### Website Developer (HTML / CSS / JavaScript) Jan 2005 – May 2007

KL Marketing

Worked with startup marketing company implementing functional websites from Photoshop designs. Cold calling clients, negotiating budget, scheduling, and hiring other team members on contract.

### Game Developer (PlayStation 2, XBOX)

Aug 2000 – Apr 2001

Electronic Arts

Worked on Madden and Nascar franchises for Electronic Arts. Responsibilities include UI engineering for games and programming hardware-specific code.

### Mobile Developer (Palm Pilot, C / C++)

May 2000 – Aug 2000

Rockwell Collins

Created hand-held scanning system for shipping, delivery, and manufacturing departments for Aeronautics manufacturer Rockwell Collins. System utilized Symbol Technologies-based Palm Pilots with built-in bar code scanning hardware.

### Back end Developer (C / C++ / SQL)

Nov 1998 – May 1999

Adidas America

Created system for shipping, delivery, and manufacturing departments for consumer shoe manufacturer Adidas America.

### Java / C++ Developer (JNI / C / C++)

May 2000 – Aug 2000

SAIC

Working with Government contractor SAIC, was part of the core team responsible for developing War-game simulation software for the U.S. Govt.

### Web Developer (HTML, Perl, Java)

June 1996 – Nov 1998

Rockwell Collins

Chiefly responsible for creation of company intranet and implementing experimental web features (Java Applets, etc.) for client Rockwell Collins.

## Education

### University of Central Florida

2007-2009

Bachelor of Science in Computer Science with a focus on Mathematics

### Brevard Community College

2002-2004

Associate of Arts, General Studies. Dean's list for 5 semesters.

## References

- Derek Scott, iOS Developer, Casting Networks – 323-206-6659
- Andreas Gohr, Project Lead, DokuWiki – andi@splitbrain.org
- Eric Hameleers, Slackware Linux – alien@slackware.com
- Ben Douglass, Google, University of Central Florida - bendoug@cs.ucf.edu

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## • SELECTED PROJECTS AT A GLANCE

### **Puzzle de Quince!**

Created and published a touch-based puzzle game for iPhone and iPad

**2011**

iOS, Objective C, C++

### **O3D API, an Open Source framework by Google**

Contributed the ArcBall codebase used for 3D navigation

**2009**

C++, JavaScript

### **Monobook for DokuWiki**

Created the "Wikipedia" look and feel theme, used by the majority of users

**Jan 2006 – Oct 2009**

PHP

### **BackupTool for DokuWiki**

Created a backup/restore tool for DokuWiki used by the majority of users

**July 2006 – Mar 2009**

PHP, Linux

### **Google Analytics for DokuWiki**

Created a plugin that integrates seamlessly with Google Analytics

**Aug 2006 – May 2009**

PHP, Javascript

### **Hostess**

Created a command-line tool to block malicious websites regardless of installed browser

**2004**

Java

### **Arcball Rotational Control, Revisited**

Article detailing a method to use higher-dimensional mathematics for better 3D navigation

**2004**

C++, Mathematics

### **KempoMake**

A makefile-based build system with the ability to target multiple platforms

**2003**

PlayStation 2, Linux

### **Nascar Thunder 2002 by Electronic Arts**

Responsible for hardware-specific code for PlayStation 2 and XBOX systems

**2002**

C, C++, Asm, Linux

### **Madden 2002 by Electronic Arts**

Responsible for bug fixes and additional library functions

**2002**

C, C++, Asm, Linux

### **Hand-held Tracking System for Rockwell Collins Commercial Avionics**

Inventory tracking system for use on hand-held scanning devices

**2000**

C, SQL, Asm

### **JSIMS (Joint Simulation Software) by SAIC**

Created networking pipeline for Java / C++ interaction adhering to Government guidelines and transmission standards

**1999**

C++, Java

### **Inventory Tracking System for Adidas America**

Integrated a receivables tracking system to optimize assembly line workflow

**1998**

Java, SQL, Flash

## MISCELLANEOUS

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- Code samples available upon request
- Multiple references (personal / professional) available
- Dual citizenship, can work in United States and European Union