

Robert R. Fahrni

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SUMMARY

Software Developer with 30 plus years of experience.

SKILLS

iOS

Swift, Objective-C, C++, UIKit, MapKit, Networking, RESTful Services, JSON

Windows

Win32 API, COM, C/C++, C# (Windows 3.1 through Windows 10)

Other

ScrumMaster, Experienced team lead, Qt, Linux

WORK EXPERIENCE

WillowTree Apps Charlottesville, VA

Staff Software Engineer, June 2023 - Present

This is an Engineering leadership role in the WillowTree organization.

Beyond performing day-to-day development tasks like; writing new code, fixing bugs, refactoring code, code reviews, and other development related items I also act as mentor for junior engineers and technical architect for iOS applications. Also work on the periphery of development building automation pipelines and other tooling. I see this as a Jack of all Trades position. The glue that binds the team, architecture, and schedule together.

Associate Engineering Director, January 2021 - June 2023

Technical contact for clients and team engineering lead. Managed multiple teams of two to three Software Engineers and Test Engineers. Worked with WillowTree Product Management on client and team needs.

Senior Software Engineer, November 2019 - January 2021

Develop video viewing software for a large entertainment company. Act as a mentor for other developers and work with client on design and technical requirements in an agile environment.

Technologies and tools include Swift, UIKit, AVFoundation, JSON, Web Service, REST, Xcode, and Charles among others.

Agrian Fresno, CA

Mobile Software Engineer, December 2014 - October 2019

Part of a small group of developers responsible for the development of Agrian Mobile, an iOS Application that provides crop advisors, consultants and growers with a suite of precision agronomy and compliance tools.

The application makes use of UIKit, MapKit, AFNetworking, CouchBase, and Reactive Cocoa. Our code base began life in Objective-C. All new code, since September 2015, is written in Swift.

Hayseed (formerly Apple Core Labs)

Proprietor/Software Developer, May 2008 - December 2014

iOS Freelance Development

Developed Fresno Grizzlies for iPhone. Design by [Hundred10](#) - September 2010

Developed AutoPharm Mobile for iPhone for [Talyst](#). Design by Talyst - July 2012

Co-developed, with Hundred 10 Design, Draft Night for iPhone. Design by

Hundred10 - July 2012

Developed Plantable for iPhone. Design by MJR Creative - June 2014

Developed CuddleBids for iPhone. Design by Chopdawg - November 2014

Pelco by Schneider Electric *Clovis, CA*

Lead Software Engineer, November 2012 - May 2014

As the lead for the [Pelco Software Development Kit](#) I'm responsible for the overall design of the SDK. I have the pleasure of working with a team of 11 very talented Software Engineers, Software Test Engineers, and Writers to deliver a high quality SDK for our partners.

The Pelco SDK supports Windows based applications in C#/.Net and C++. It allows developers to connect to Pelco Video Management Systems, collect device information, and stream video in H.264, MPEG-4 and MJPEG.

CygNet Software, A Weatherford Company *San Luis Obispo, CA*

Senior Software Developer, August 2011 - May 2012

Contributed to CygNet's Flow Management System(FMS), a Windows C++ application. Integrated C# based UI components into MFC/C++ code base.

LEVEL Studios *San Luis Obispo, CA*

Senior Software Engineer, June 2010 - August 2011

Contributed to the development of a cloud service for a large, Taiwan based, Android handset manufacturer. Developed in C# on the .Net Framework, with services exposed via a WCF REST interface.

Pelco by Schneider Electric Clovis, CA

Senior Software Engineer, March 2005 - May 2010

Lead the integration of our C++ Cross Platform Media Framework into our viewing product line; The Windows based WS5000, and Linux based VCD5000, and NET5301R (a Linux based decoding appliance)

Lead Software Engineer

Lead for a small group of developers focused on Encoding and Decoding of audio and video streams for Pelco's Endura line of security products. Our primary development platform is Linux, with decoding components running on Windows and Linux.

Lead the development of a Qt based GUI for our embedded monitoring devices, the VCD5000; enterprise level decoder with one to four decoder cards(16 video streams for each card) capable of controlling large scale security monitor walls and the DVR5100; all-in-one video recorder and monitoring. Both the VCD5000 and the DVR5100 are Linux based devices. The DVR5100 device comes in three flavors, four, eight, or 16 encoders with one decoder capable of displaying 16 video streams.

All development in C++ with supporting scripts in bash.

Paramount Farms Lost Hills, CA

Software Developer, September 2003 - November 2004

Designed and developed managed .NET(C#) and API(C++) layers to an OPC, OLE for Process Controls, component used to communicate with PLC's (Programmable Logic Controllers.)

Developed a web portal using C#, ASP.Net, SQL Server, and Industrial SQL to collect real-time data and present that data in graphical and statistical form. The intent was to allow management to better understand production line output and adjust staffing and scheduling accordingly.

Developed hand held application for the Palm OS used for tracking rodent trap and bait stations. The application includes scanner support for barcodes, also developed a desktop conduit to synchronize handheld with desktop database. The Palm application was developed in C and the conduit in C++.

Microsoft Corporation Redmond, WA

Senior Software Design Engineer, May 1996 - Sep 2003

Responsible for product programmability and extensibility. Developed portions of Visio's Macro Recorder and OLE Automation Interfaces as well as being the primary developer of a formula tracing feature which shows developers Visio ShapeSheet cell dependencies and allows them to navigate those dependencies.

Designed and developed the framework and interfaces used for the Visio Find Shape feature as well as various parts of the feature for Visio 2002 release. This included UI work, design and development of a COM based component to load and manage internally developed Shape Providers; as well as third party providers, developed FTP download functionality, and our download file format.

Developer Support

Provide guidance and sample source code, in Visual Basic and C++, to developers extending Visio through its' OLE automation model.

Developed event notification sample for the book *Developing Visio Solutions*. Designed and developed the document linking features and dynamic user interface changes for the Visio Business Modeler(VBM) version 2.0. Added property sheet(tabbed dialog) management to the Visio dialog manager. VBM features, dialog, and property sheet classes were all developed in C++.

MY APPLICATIONS

- [Stream](#) - Timeline based RSS reader for iOS
- [Arrgly for iPhone](#) - Shorten links using your personal YOURLS setup
- [RxCalc for iPhone](#) - Pharmacokinetics Calculator for Clinical Pharmacists

EDUCATION

San Joaquin Valley College - Certificate, Computer Programming, 1987

ScrumAlliance - Certified ScrumMaster, 2011

HOBBIES & INTERESTS

- Weight Training
- Movie Going
- Hanging out with family and friends
- Travel