

# ERIK STROTTMANN

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## TECH SKILLS

Swift, Objective-C, Node.js,  
Node.js, Java, C, Scheme,  
Git, CocoaPods, Neo4j;

## IOS FRAMEWORKS

Core Image Filters, Core Data,  
Core Location, MapKit,  
Facebook and Instagram APIs,  
Apple Push Notification Service.

## EXPERIENCE

### UNUM {Apr–Dec 2016}

Software Developer (iOS) / Westlake Village, CA

- + Worked closely with graphic designer to create attractive, intuitive UIs
- + Lead transition to iOS 10, including Swift 2.3 and rich push notifications
- + Published app with 500,000 combined users to App Store, TestFlight, and Play Store
- + Listened to user feedback and analytics to implement highest-priority bugfixes and features

### Mattel {Jun–Aug 2015}

Systems Integration Intern / El Segundo, CA

- + Prototyped Google Cardboard VR games in Unity
- + Gathered clients' business requirements and translated to detailed technical specifications

### Secure64 Software {Jun–Aug 2014}

iOS Development Intern / Greenwood Village, CO

- + Built an encrypted photo-messaging app, from wireframe to Objective-C code
- + Implemented Facebook OAuth login and SMS verification through Twilio
- + Encrypted text, photos, and videos with recipients' RSA public keys

## PROJECTS

### MrScheme {Nov–Dec 2015}

Concepts of Programming Languages / USC

- + Wrote an interpreter for a subset of the R6RS Scheme language
- + Included an interactive REPL with intuitive, Racket-inspired help text

### HeerHeer {May 2015}

Web Applications and Frameworks / USC

- + Built a location-aware attendance checker with Node.js, Sail.js, and the Google Maps API
- + Unit tested with Mocha, Chai, and Travis-CI continuous integration

### Maze-Solving Robot {Aug–Nov 2014}

Intro to Robotics / USC

- + Taught an autonomous robot to avoid collisions with its compass and sonar data
- + Navigated the maze with photo analysis, A\* algorithm, and PID controller

### SimCity {Oct–Dec 2013}

Principles of Software Development / USC

- + Recreated the classic city simulator in Java with a Swing GUI
- + Led a team of six in architecting a 60,000-line, multithreaded codebase

## EDUCATION

### University of Southern California {May 2016}

Los Angeles, CA

- + B.S. in Computer Science, 3.65 GPA