



[sam soh-fes] (noun) a software engineer with an eye for design and the fine details. Open source contributor. Founder of a profitable startup.

sam@samsoff.es

<http://samsoff.es>

GitHub: [samsoffes](#)

Twitter: [@samsoffes](#)

Skills

Expert

Objective-C, Cocoa, Cocoa Touch, Core Data, Core Graphics, HTML5, CSS3, JavaScript, jQuery, Git, Subversion, OAuth (1.0 & 2.0)

Experienced

Ruby, C, Ruby on Rails, Sinatra, Rack, RSpec, MySQL, PostgreSQL, Sass, Jabber, Linux/Unix server environments, Amazon Web Services, Shell scripting

Last updated: 4/8/2012

Experience

Founder (2012 - Present) @ [Nothing Magical](#) - San Francisco, CA

Bootstrapping a company to launch iOS and Rails applications.

Lead iOS Engineer (2011 - 2012) @ [Synthetic](#) - San Francisco, CA

Working as lead iOS engineer on [Hipstamatic](#), several other new products, and advanced image processing.

Software Engineer (2011) @ [Scribd, Inc.](#) - San Francisco, CA

Worked on team to create [Float](#) iPhone mobile reading application.

Freelancer (2010) - Dallas, TX

Worked as a iOS and Ruby on Rails engineer with a focus on creating APIs and writing iOS clients to consume them. Worked heavily with OAuth 2.0 and RESTful applications. Some work at RethinkBooks was featured on [Tech Crunch](#) and [The New York Times](#).

Lead Engineer (2009 - 2010) @ [Tasteful Works, Inc.](#) - Dallas, TX

Lead development on several client iPhone, iPad, and Ruby on Rails applications. Created store and licensing system in Ruby on Rails to sell Macintosh applications. Released Macintosh application, Stage Time. Worked on internal iPad Google Reader product.

Digerati Polymath (2007 - 2009) @ [LifeChurch.tv](#) - Edmond, OK

Worked on iPhone Bible application (until version 1.8) with over 11 million users world wide. Also worked on team to create social Bible web application with millions of users.

Co-founder (2007 - 2009) @ [Trimonix](#)

Started company to develop and sell Macintosh software. Created Countdown Maker which returned profit in its first year. Used Cocoa, Quicktime, and Quartz Composer. Created online store to sell software. All Trimonix IP was sold to Tasteful Works, Inc.

Projects

iOS

Started developing the first day the SDK was released. Had an application in the store the day the App Store launched. Worked on 13 Cocoa Touch applications, five are currently in the store. Released [SSToolkit](#) and [SSOAuthKit](#) open source libraries and contributed to several others. [Linked on Daring Fireball](#) for work on data formats.

Ruby

Familiar with Ruby on Rails 2, Sinatra, and Rack. Created several applications with APIs and the iOS applications that consume them. Released open source Rails plugins for working with [Apple Push Notifications](#) and [Apple's binary property list format](#).

Other

Experience working in agile teams. Firm understanding of Git. Experience implementing OAuth 1.0 & 2.0 clients in Objective-C and OAuth 2.0 providers in Ruby on Rails. Very familiar with the OAuth 2.0 spec. Followed by John Gruber on Twitter.