

JESSE ARMAND

Contact Information

website: <http://jessearmand.com>

Objective

To build a high quality software product (mobile, desktop, or large scale system). I'm open for partnership, freelance, contract, or permanent position.

Skills

> Programming:

- Objective-C, C, C++ (on Mac OS X, iPhone OS, Linux, and Windows platform).

> API / Framework / Library:

- Cocoa / Cocoa Touch.
- iPhone SDK (experiences with various frameworks including user interface, animation, data management, audio session handling, audio recording and playback, thread / operation management, socket / http-based network communication, accelerometer, and device control).
- POSIX and BSD / Linux Sockets API (multithreading and network API).
- Ruby on Rails.

> Operating Systems:

Debian GNU / Linux and its variant (Ubuntu), Mac OS X, iPhone OS.

> Development Tools:

- Xcode, TextMate, Clang, GCC, GDB.
- Mac OS X / iPhone Developer Tools (leaks, malloc_history, MallocDebug, Instruments, and Shark).
- Git, Capistrano.

> Languages:

English (Fluent) and Indonesian (Native).

Experience

March 2009 - Present **Independent Software Developer**

Working on freelance, partnership, or personal projects. These are mostly related to iOS and Mac OS X platform.

October 2008 to March 2009 **tagitmobile, Singapore**

iPhone Software Developer

- Responsible for development of dynamically updated iPhone user interface system through a web service.
- Development of overall aspects of mobile services applications, including user interfaces to suit mobile services user experience and client side data processing.
- Development of the base user interface framework to support mobile services application on iPhone.

March 2008 to October 2008 **PT barablu Indonesia**

(Subsidiary of Switchlab and barablu Ltd. in London, UK), Jakarta, Indonesia

barablu iPhone Application Developer

Responsible for barablu native application development on iPhone device, to support instant messaging and VoIP with multi-protocol support (Yahoo, Goggle Talk, MSN, AIM, ICQ, and Skype). Responsibilities involved source code maintenance, QA, overall application design, development, and release.

Contributions on barablu for iPhone:

- Integrated, and maintained existing voice call system, and made necessary source code adjustments / porting for iPhone OS platform.
- Developed client side barablu instant messaging system using barablu proprietary protocols in Objective-C language.
- Developed user interface to support sign in process, contact management, and instant messaging features using the latest iPhone SDK by following iPhone application design and human interface guidelines.

April 2007 to March 2008 PT barablu Indonesia

(Subsidiary of Switchlab and barablu Ltd. in London, UK) , Jakarta, Indonesia

barablu Mac OS X Software Developer

Main responsibility:

> **Lead developer for barablu Mac OS X softphone:**

Implemented existing design of barablu proprietary VoIP call signaling, media transport protocol, instant messaging, and presence protocol on Mac OS X with C++ and Qt4 Framework to ensure multi OS compatibility (primarily on Mac OS X and GNU).

> **Managed and maintained barablu Mac OS X software development lifecycle:**

Test, debug, and optimized overall source code committed into the main branch of Subversion source code repository.

> **Managed barablu Mac OS X software development team:**

Management of small team in the software development process. Schedule and progress are reported directly to the General and Product Development Manager.

Proactive development:

> **Optimization of overall barablu softphone design**

Optimized existing design from barablu Windows softphone, which includes:

- C style source code rewrite into C++ object oriented style source code.
- Optimized inefficiency in blocking (synchronous) TCP and UDP socket mechanism to non-blocking (asynchronous).
- Optimized GUI event handler and data structures by using Qt4 library features and Qt4 coding style.

March 2007 to April 2007 Switchlab Ltd., London, UK

Technical training in Switchlab Ltd. head office:

Researched and prepared the development of barablu softphone for Mac OS X, which includes Mac OS X development platform and application deployment. Consulted and received guidance or advice from Senior Software Engineer, CTO, and CEO at head office.

November 2006 to March 2007 PT Universal Data Teknologi

(Subsidiary of Switchlab and barablu Ltd. in London, UK), Jakarta, Indonesia

barablu Windows Software Developer

Main responsibility:

> **GUI development of barablu Windows softphone:**

Developed User Interface using C++ with MFC. Most of the GUI are implemented using CDHtmlDialog API, which has an interface to JavaScript and DHTML script.

- Development tools :

Microsoft Visual Studio 2005 IDE, Microsoft Visual C++ 8.0 compiler and debugger.

Education

2002-2006 **Bandung Institute of Technology (ITB), Bandung, Indonesia**

Bachelor of Engineering in Electrical Engineering

Minor in Control Engineering

References are available upon request