

Jason Terhorst

developer - Mobile & Web

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I focus on building fast, usable apps for iOS, macOS, and web - high-performance apps connected to web services.

Seeking a position as a staff developer or team lead building web or mobile apps.

Development Experience

- Objective-C & Swift
- UIKit and SwiftUI on iOS, AppKit on macOS
- CoreData
- Ruby on Rails
- Native Ruby extensions bridged to C native code
- React and React Native

Work Experience

Climate Corporation - July 2017 - present

Senior iOS Engineer

- Rejoined the FieldView Cab team, building new UI and features, spearheaded converting reusable portions of the app to Swift and building the XCUITest test suite for the app

WorshipKit - January 2014 - present

Owner and sole developer

- Built a web app which utilizes websockets for real-time notifications, and extended the app to send real-time SMS/MMS messages via an SMS gateway.
- Built native iOS and Android apps
- Updated the web frontend to React in 2019.

- Building a new React Native app for iOS and Android.
- Built infrastructure initially on Heroku, and migrated to a Linux server on DigitalOcean.
- Built a Docker infrastructure and automated deploys via GitHub Actions.

Black Pixel - December 2016 - July 2017

Senior iOS Engineer

- Senior developer on Swift-based iOS app projects for a client

Precision Planting - January 2014 - November 2016

Senior iOS Engineer

- iOS developer: building UI for FieldView Cab iPad app, managing Core Data sync, working with Google Protobuf data over USB to MFi devices

Ministry Centered Technologies - July 2010 - November 2013

Mobile Developer

- iOS developer: developed and maintained a shared Objective-C library for our 3 major iOS apps, which handled OAuth, downloading large files, connecting to a JSON web service, loading Core Data from JSON in background threads, and even allowing data to work offline.

American Bar Association, ABA Journal - July 2007 - July 2010

Web producer

- Developed custom web apps on ExpressionEngine, using PHP/ MySQL; created special apps to supplement features in the online edition of the monthly magazine; managed the daily software operations of the ABA Journal's web presence, abajournal.com. Also created their first iPhone & iPad news-reader app.

Education

- Bradley University, B.S. in Multimedia. (Graduated May 2007) GPA: 3.5

Awards

- Received an Apple WWDC Student Scholarship in March 2007, for involvement in open-source Cocoa library development

Activities and Interests

- Regularly volunteer producing video pieces, mixing live video, creating slides and running slides for a local non-profit, and managing volunteers in the video team.
- 2D “hand-drawn” animation projects
- Illustration and drawing