Hofmeyrstraat 9-1 1091LV Amsterdam ash@ashfurrow.com

EDUCATION Bachelor of Computer Science, Honours in Software Systems

Minor in Mathematics

University of New Brunswick, Canada, 2011

LANGUAGES Expert-level knowledge of Objective-C. Working knowledge of Node.js, Ruby, and other

languages.

EXPERIENCE

iOS Consultant

January 2010 - Present

- Designed and delivered courses on iOS development.
- Shipped several of my own apps to the App Store.

iOS Developer

February 2013 - February 2014

Teehan+Lax

- Interfaced directly with clients to help bring digital products to market.
- Worked in an agile environment to deliver products on time.
- Coordinated with partners regarding business development.

Lead iOS Developer

August 2011 - January 2013

500px

- Architected, implemented, and deployed the 500px client/server iOS application with a paramount focus placed on user experience.
- Responded directly to user feedback.
- Managed the iOS project: set milestone and deliverable deadlines and managed the product roadmap.

COMMUNITY

I've been actively involved in the iOS community since 2009, when I began writing iOS apps. After developing a knack for technical discussions on Stack Overflow, I began writing books in 2011. I've contributed to the open source community and written accompanying tutorials on my blog and the Teehan+Lax blog. Taking my skill for conference speaking to the Internet, I began a podcast for iOS newcomers called *Springboard* in 2013.

WRITING

Functional Reactive Programming on iOS

Self-Published, 2013

Details the benefits of functional problem-solving approaches to everyday iOS programming challenges. Breaks down complex theories into understandable chunks.

Your First iOS App

Self-Published, 2013

Introduces iOS app development lifecycle to beginners to the platform.

UICollectionView: The Complete Guide

Addison-Wesley, 2013

Covers every aspect of using UICollectionView, including thorough code examples.

Beginning Objective-C

Apress, 2012

Contributed chapters on Objective-C runtime, best practices, and threading.