

Brian Papa

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Profile

Software builder with 18 years of experience, seeking an engineering or leadership role where I can craft high quality applications.

Work Experience

Director of iOS engineering and Staff Engineer, theSkimm – 2015-2020

Architected and developed theSkimm for iOS. Listed among the App Store's top-grossing apps in the news category, named App of the Day multiple times, and maintains a 4.8 star rating. Universal App built with technologies such as Swift, Objective-C, Storyboards, Core Data, and XCTest. Managed a team of three engineers.

iOS Lead Engineer, Wildcard – 2014-2015

Led team of three in building one of Apple's Best iPhone Apps of 2015. Nearly entirely custom UI using APIs such as UIKit Dynamics, Gesture Recognizers, and Core Animation.

Software Manager and Consultant, NYC DoITT – 2012-2013, 2008-2010

Architected and developed NYC 311 and NYC City Hall apps as an employee. Returned in 2012 as consultant for support.

iOS/macOS/Test engineer, Felt Tip Inc. – 2010-2012

Lead Developer of The Grix. Supported iOS and OS X apps including, Run 5k/10k, Sound Studio for Mac, HelTweetica for iPad/Mac, Transit Maps, Tuna Pitch, C64 Paint XL, and Food Diary.

Prior Experience: Java Server Engineer and Quality Assurance – 2002-2008

Engineering at NYC DoITT, AARP, Bolt, and GTO. QA at RichFX and Acclaim.

Extracurricular

Founder, BPM Apps – 2009-present

Developed and designed Blackjack Strategizer, NYC Bike Buddy, Addieu, and Shakedown.

Teacher, The High School for Language and Diplomacy and NYC iSchool – 2013-2015

Intro to Computer Science as part of TEALS, teaching Scratch and technology culture.

Education

State University of New York at Stony Brook – BS, Computer Science, 2002