Michael A. Gorbach

Software Architect

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Objective

A challenging, high-impact position centered around shipping amazing software.

Experience

Software Architect, Raizlabs.   **Fall 2014 - Spring 2016**

Technical leader for Raizlabs' growing team of developers across mobile platforms. Primary individual contributor and Team Lead, successfully shipping several large-scale, from-scratch iOS apps. Company-wide focuses included mentorship of other engineers, as well as development of tools, design patterns, and processes to help RZ teams succeed. Also worked on prototyping for R&D projects and technical deep-dives on particularly challenging problems faced by RZ teams.

Software Engineering Manager, Raizlabs.   **Winter 2013 - Fall 2014**

Led a team of twenty-some developers across the Android and iOS platforms. Implemented or reworked many team-wide software engineering practices, such as Continuous Integration capabilities, Code Review policies, Knowledge Sharing processes, and Code Reuse processes and guidelines. Served as the engineering representative at client sales calls and technical kickoff discussions, including with Fortune 10 companies. Focused on specialized technical work where necessary.

Cocoa Engineer, Black Pixel.   **Summer 2012 - Winter 2013**

Shipped major updates and rewrites of several large-scale Mac software products, including Kaleidoscope 2 and NetNewsWire. Played a Technical Lead role on NetNewsWire, responsible for release engineering, code reviews, and overall data architecture. On the client-focused side of the company, participated in several high-visibility iOS projects with tight deadlines.

Lead PIX Mac Engineer, PIX System.   **Spring 2011 - Summer 2012**

Led development of PIX System's key product, the Mac OS X desktop client for the PIX Platform. PIX Mac has about 15,000 users, many of whom are key creative players in the Hollywood film industry. Responsible for engineering, architectural design, and code review for the product. Represented engineering in product specification, feature planning, and visual design discussions.

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Software Engineer 3 / Technical Lead, Apple Inc.   **Summer 2007 - Spring 2011**

Played a leading role in the development of Automator, a user-facing automation environment that ships with Mac OS X. Designed, implemented, and shipped several new features in the latest version, and shaped direction of the product as a whole. Also worked on several other large projects, including Apple Mail, Address Book, and the Xcode IDE (designed and implemented the rewritten Core Data modeler in Xcode 4). Played key roles in several projects crossing the boundaries between Marketing and multiple Engineering teams.

Presented at an internal Apple competition for innovative feature prototypes.

References available upon request.

Presentations

NSNorth (2016) – Accepted Speaker, Presentation Upcoming

The Value of Platform Tourism

Twitter Boston (2016)

The Key Ingredients of an Awesome SDK

AltConf (2015)

Everything You Wanted to Know About Crypto, But Were Afraid to Ask

Raizlabs Lightning Talks (2014 onwards)

Founded this quarterly event at Raizlabs; presented multiple technical talks on the Xcode build system, testing, and more.

CocoaConf (2013)

Spit and Polish: Building Mac Applications that "Surprise and Delight."

Education

Audacity Android Nanodegree   **2015 - Present**

Obtained fluency in Java and the Android ecosystem. Continuing with the goal of developing the ability to ship excellent Android software.

Coursera   **2012 - 2013**

Principles of Reactive Programming (2013) (M, Odersky)

Introduction to Databases (2013) (Stanford)

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Algorithms: Design and Analysis (Part 1) (2013) (Stanford)

Functional Programming Principles in Scala (2012) (M, Odersky)

Graduate Coursework at Stanford University / SCPD   **2008 - 2010**
Courses include: Programming Languages, Compilers, Software Engineering, Theory of Computation.

BA, Swarthmore College, *Cum Laude*   **2008**
Double major in Computer Science and Physics. Completed coursework for a minor in Mathematics.

Skills

Software architecture, including development and maintenance of large codebases. Rapid design and development of flexible, maintainable, and functional software systems.

Detailed knowledge of and experience with a broad variety of Apple's frameworks across iOS and OS X: UIKit, AppKit, CoreData, AVFoundation, Security.framework, CoreAnimation, CoreLocation, etc.

Detailed design and implementation of user interfaces, including experience with new features in high-visibility consumer facing software. Specific experience with custom UI / UX and animations on iOS and OS X.

Working across Engineering, Product, and Marketing teams to design, polish, and ship successful features and entire products.

Operating Systems: Extensive knowledge of Mac OS X and iOS internals. Extensive experience with Windows, Linux, and FreeBSD.

Programming Languages: C / Objective-C (Expert), Swift (Advanced), C#, Python, Ruby, Haskell.

Other: Extensive knowledge of REST API client-side implementation and design, as well as IPv4 and IPv6 networking, and the basic principles and tools underlying modern cryptography.

Languages

English and Russian - fluent. Hebrew and French - moderate.