MATT**PATENAUDE**

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PROFILE

For several years, I've been a software engineer working on OS X, iOS, and the web, occasionally foraying into other platforms like Windows and Linux. I create applications that solve tangible needs in elegant ways. I recognize the need for applications to be discrete, yet immersive, and always easy-to-use; I like to think of myself as a "design-conscious developer."

EXPERIENCE

SOFTWARE ENGINEER, APPLE — JANUARY 2014-PRESENT

After my tenure as an intern, my work at Apple has been in the Development Technologies department working on Xcode, Xcode Server, and—most recently—Swift Playgrounds, an app for teaching people how to code.

SOFTWARE ENGINEERING INTERN, APPLE — JUNE 2010-DECEMBER 2013

For several years, I worked at Apple as an intern in the Server group, first on the Podcast Producer team, then on the Collaboration/Wiki Server team, and finally on Xcode Server, putting my HTML5 and Cocoa skills to good use.

DEVELOPER, {13BOLD}

In 2008, I founded the {13bold} label with graphic designer Laurent Baumann, and together we created such OS X software titles as Bowtie (a themeable iTunes controller) and Bluebird (a narcissistic Twitter client).

EDUCATION

Brown University, Providence, RI
Sc.B. in Computer Science, '13.5

SKILLS

- Experienced in object-oriented, procedural, and functional application design
- Well-versed in usability and human-computer interaction, including the Apple HIG
- Highly proficient in Swift, Objective-C, C, and JavaScript
- Highly proficient in modern web development technologies (HTML5, CSS3, Node)
- Moderately proficient in Python and Java
- Some experience with Ruby, C++, and MATLAB

SPECIALTIES

In the line of my personal work, I've developed a number of areas of unique strength. In particular, I've become quite familiar with developing sensible APIs and protocols for interaction, building customizable and themeable applications, and blending WebKit into Objective-C applications in unconventional ways.