Max Linsenbard

http://linsenbard.com | max@linsenbard.com | 619.436.6215

ABOUT

Product-driven iOS engineer focused heavily on user empathy and developing engaging interactions

EDUCATION

CAL POLY, SAN LUIS OBISPO
B.S. in Computer Science
Minor in Music
June 2016
San Luis Obispo, CA

SKILLS

PROGRAMMING
Languages:
Objective-C • Kotlin • Swift
Libraries:
Alamofire • CocoaPods • Core Data • RxSwift/RxCocoa • SwiftLint • UIKit

TECHNOLOGIES
Analytics
BigQuery • DataDog • Firebase • Periscope
IDEs
Android Studio • Xcode • VSCode
Software Methodologies
Agile • MVVM • OKRs • Scrum
Source Control / CI
CircleCI • Fastlane • GitHub
Submission
App Store Connect • Testflight/Sandbox

EXPERIENCE

QUIZLET INC. | Senior iOS Engineer
Oct 2019 – Current | San Francisco, CA
- Work across organizations to ship cross-platform features
- Coordinate weekly release submissions to App Store
- Monitor app health analytics via Firebase and BigQuery
- Act as engineering project lead for several features, providing timelines, estimates, and updates to stakeholders

APPLE INC. | iOS Engineer
June 2016 – Current | Cupertino, CA
- Contribute to design and architecture of new features
- Coordinate with various teams to resolve issues and plan sprints
- Responsible for concurrent work on several different iOS codebases

APPLE INC. | iOS Software Intern
June 2015 – Sep 2015 | Cupertino, CA
- Added new features and enhancements to internal iOS app
- Became familiar with large-scale backend tools and applications
- Presented work via keynote to two different groups

APPLE INC. | Developer Tools QA Intern
June 2014 – Sep 2014 | Cupertino, CA
- Created internal Django website to easily manage remote machines
- Used Python scripts to launch and manage background tasks
- Designed site layout and UI from scratch
- Worked with deadlines and gave a final keynote about the project

PROJECTS

GAME JAMS | Personal Project
Jan 2013 - Current
Have participated in several game jams - helping create over 10 games since starting. Worked on game logic, design, pixel art, and created original soundtracks and effects for each game. Full list available at linsenbard.com/projects

EXPLORATION INTO DYNAMIC ADAPTIVE GAMEPLAY | Senior Project
June 2016
An exploratory thesis on designing a video game where its difficulty, story, and mechanics adjust based on how the player plays the game.

PERSONAL WEBSITE | Personal Project
Sep 2014
A personal website hosted on a Unix server running Django, Gunicorn, Nginx, and PostgreSQL. The site is used to host a personal blog, project information, musical compositions, and contact information. Available at linsenbard.com.

BLIPS | Class Project
March 2014
A simple Android 2.3 app that allows the user to create and save melodies using a tone matrix - an 8x8 grid with configurable notes and tempo. Visible on the Google Play store as "Blips - Melody Maker".