

# SIMONE MANGANELLI

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GitHub <http://github.com/simX>

## Profile

Self-taught Objective-C programmer of 10 years, educated in geology and math. Started by creating small apps for Mac OS X 10.1; now works at Black Pixel, which specializes in creating critically-acclaimed apps for Mac and iOS.

## Experience

### **Black Pixel** 2012-present

Mac and iOS Developer.

### **The Little App Factory** 2009-2012

Senior Mac OS X + iOS Software Developer. Main dev of Tagalicious, Ringtones, iRip 1.x; also worked on Sakura Quick Math. On Mac App Store, Tagalicious (avg 4 star rating) and Ringtones (avg 5 star rating) consistently in top 10 music apps. Worked closely w/designers to implement mockups, provided feedback on design spec feasibility, learned/applied new frameworks as needed. Proficient in multithreaded Core Data, GameKit, Scripting Bridge, AudioToolbox, Core Animation, CoreText. Download apps at <http://tlaf.com>

### **ClickToFlash Webplugin** 2009-2010

One of many devs, main dev for versions 1.4-1.5. Implemented ClickToFlash menu, method to track all Flash views, installer, saving prefs to global file instead of littering other apps' prefs files. Required extensive knowledge of git/GitHub, integrating improvements from other devs. Project discontinued due to lack of compatibility with latest version of Mac OS X. Version history available at <https://github.com/rentzsch/clicktoflash>

### **D2X-XL** 2007-2009

Ported D2X-XL to the Mac, a clone of the old Descent I and Descent II games. Created Xcode project, kept Mac codebase in sync, debugged Mac-specific and multiplayer networking bugs w/main developer. Download current version at <http://www.descent2.de>

### **opentyrian** 2007-2008

Ported opentyrian to the Mac, an old DOS shoot-em-up game. Created Xcode project, kept Mac codebase in sync. Download current version at <http://code.google.com/p/opentyrian>

### **Ellipsis Productions** 2002-2007

Ran own business creating small, useful utilities for Mac OS X. Old company website available at <http://simx.me/oldsite/>

## Education

Stanford University, Stanford, CA — Master's Degree, Geological and Environmental Sciences, 2009.

Stanford University, Stanford, CA — Bachelor's Degree, double major in Geological and Environmental Sciences with honors and Mathematics, with a minor in Italian language, 2005. Relevant CS coursework applied to mathematics degree includes: CS 106X (Programming Methodology and Abstractions, Accelerated), CS 103X (Discrete Structures, Accelerated), and CS 154 (Introduction to Automata and Complexity Theory).

## Testimonials

"He's a bit crap at paying attention to chat." -- Doug Russell, Senior Dev, Black Pixel