



## William A. Power

- **AllRecipes Video Cookbook (iPhone/iPad) [shipped]**. Custom UIControllers that behave one way for iPhone, another way for iPad. Slightly different navigation behavior on iPad. Dynamic layouts based on content from servers. Integration of and patches to a couple great time-saving open source components (SlideMenu and GridView). Involved in project from roughly mid-way to release (a few months). (<https://itunes.apple.com/us/app/allrecipes-video-cookbook/id575737564>)
- **Pirq (iPhone) [shipped point release]**. Add features for point release: reservation of discount, punch card behavior. Fixed bugs. (a few months) (<https://itunes.apple.com/us/app/pirq/id450432947>)
- **Real Networks' Firefly beta release [shipped]**. Facebook integration, UIKit-based view framework, privacy preferences management & communication to server about privacy. (a few months)
- **iCookbook (iPad/iPhone version) [shipped point release]**. Add BrightCove video support. Created library to manage cook timers. Wrote Python scripts to update SQLite store deployed with app. Wrote Objective-C to manage schema update of on-device database (for changes occurring in a 'point' release). Engaged intermittently over the course of a few years. (<https://itunes.apple.com/gb/app/icookbook-thousands-name-brand/id420762854>)

### Flex/ActionScript Projects (first projects at Ratio):

- **Cloud-based cross-platform media solution**. UI & business logic. Very customized UI components that required implementation once in Halo and again later in Spark; internationalization (German) as well as UI- and font-related issues dealing with characters not always present in embedded fonts. (~1 year)
- **Sales tool for digital signage in large sports venues**. UI & business logic. Server API/data design discussions as needed to support app behavior. Media content management. Multiple deployments in live environment. (months)

### Software Developer                      The Active Network (Thrive)                      Jan. 2008 – June 2009

- Developed Flex UI & business logic for complex multi-tiered RIA & accompanying SDK. Using Agile development approach, completed 1-2 features per 3-week Sprint. Joined team early in the development cycle, stayed through beta and public releases.

### Program Manager Intern                      Microsoft                      May 2007 - August 2007

- Wrote Feature Spec for Windows 7's File Save/Open Dialogue. Triaged bugs for Vista's SP1.

### Software Developer Intern                      Microsoft                      May 2006 - August 2006

- Specified and wrote plug-in for Outlook using Windows Desktop Search (WDS) API.

## Tool Kit

### Languages

Objective-C (4 years daily use), ActionScript 3.0 (4 years daily use, but less recently), Python (intermittent light use for creation of tools), Ruby (light use for creation of tools and for CocoaPods interactions)

### Tools

Xcode, AppCode, Git, CocoaPods, FlexBuilder/FlashBuilder, Eclipse, Subversion

## Leadership Experience

### Chairman, WSU's IEEE Student Chapter

May 2005 to May 2006

Managed an engineering-centric career fair end-to-end. Improved condition and layout of the student lounge area. Supported an initiative to provide better wireless access in the student lounge.

### Peer Mentor, Kelly Fitz's Advanced Data Structures (CS 223)

January 2006 to March 2006

The Peer Mentor program was created to bolster retention of students in CS223, a difficult 'weed-out' course. I was one of three Peer Mentors chosen based on standing in the department and prior performance in this particularly difficult class.

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Responsibilities included reviewing projects with students twice per week, once to help them plan their strategy and once as a technical code review.

## **Teaching Assistant, Jack Hagemester's Data Structures Class (CS 122)**

June 2005 to August 2005

Selected as a TA while an undergraduate, based on performance in the program. Responsibilities included running a lab section that focused on teaching underlying principles of coding in C, C++ and C#.NET. Created a standardized grading system that was used in both my section and another TA's section.

## **Education**

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### **B.S. in Computer Science (cum laude)**

December 2007, Washington State University

### **Game Developer Certification**

June 2004, Edmonds Community College

### **Associate of Arts & Sciences**

June 2000, Edmonds Community College

## **Hobbies / Activities**

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Host of East-Side Meetup Group: Seattle Indie Comic and Game Artists (SICAGA) <http://www.meetup.com/sicaga/>

Pencil, charcoal, and marker drawing <http://williampower.deviantart.com/>