

WINNIE QUINN

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PROFILE

- Lead developer comfortable in both mobile and server-side roles
- Strong computer science and interaction design background
- Currently developing a garbage-collected functional programming language and associated compiler with static type and effect inference

EXPERIENCE

Facebook | New York, NY | 2019–Present

The New York Public Library | New York, NY | 2014–2019

- Lead developer for iOS and Android applications
- Architected and developed a best-in-class open-source ebook reader and catalog browsing app; selected by the Obama administration's Office of Science and Technology Policy as their application of choice for a national initiative to provide ebooks to underprivileged students
- Harnessed features of the iOS platform to make NYPL's existing ebook collection accessible to visually impaired users for the very first time through the use of Swift, Objective-C, and TypeScript
- Contributed to development of the Android version in both Kotlin and Java and guided user interface and interaction design for both platforms
- Mentored junior developers and helped them grow within the organization
- Worked with companies such as 3M, Adobe, OverDrive, and Sony to seamlessly integrate publisher-mandated content protection technologies
- Joined the Radium initiative to build open-source ebook rendering technologies and collaborated with developers around the world
- Helped lead numerous public engagement events and hackathons which drew hundreds of participants from NYC and beyond

ScrollMotion | New York, NY | 2009–2011

- Lead developer for iOS applications
- Managed a local development team and several remote development teams to produce dozens of custom applications
- Produced rigorous specifications for RESTful APIs, JavaScript APIs, and proprietary ebook formats
- Helped develop an ebook production system that transformed content from publishers, built applications, and abstracted away interaction with Apple's App Store infrastructure
- Interacted with high-profile clients including ESPN, Esquire, Houghton Mifflin Harcourt, and Kaplan to gather requirements and deliver results

TECHNICAL SKILLS

- Experienced in C, Haskell, Java, JavaScript, Kotlin, Objective-C, OCaml, Python, Racket, Scheme, Standard ML, Swift, and TypeScript; also interested in working with Elm, PureScript, and Rust, among others
- Proficient with PostgreSQL, SQLite, and relational databases in general
- Deep understanding of iOS development and very capable on Android; able to work with all common languages and build-related systems (e.g. Carthage, CocoaPods, Gradle, Maven, Sonatype Nexus, and xcodebuild)
- Extensive experience writing specifications and JSON and XML schemas; eager to use protocol buffers and similar technologies where appropriate
- Good knowledge of core front-end web technologies (i.e. HTML, CSS, and JavaScript)
- Familiar with various automated UI testing technologies including Appium, Espresso, Selenium, and XCTest
- Strong command of Darcs, Git, Subversion, and other VCS tools
- Excels in environments with a culture of code review, continuous integration (via Travis CI, TeamCity, or otherwise), and continuous deployment
- Able to administer Linux servers and various applications (e.g. Apache)
- Basic understanding of formal verification using Coq, Idris, and other dependently typed programming languages and theorem provers

OTHER SKILLS

- Native English speaker with excellent communication skills
- Empathetic, energetic, and relentlessly positive personality
- Experienced with iterative design processes, prototyping, and user testing
- Audio engineering, generative art, and physical computing background; has used Max/MSP, Processing, Reaktor, SuperCollider, and other tools to produce music, visual art, and interactive installations

EDUCATION

Parsons School of Design | New York, NY | 2005–2008

- Bachelor of Fine Arts in Design & Technology
- Emphasis on computational approaches to design including interaction design, game design, and building tools for designers and artists
- Graduated with honors