

Mark Turner
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WORK OBJECTIVE

To work in a creative software development environment, helping teams fulfill their highest potential.

EXPERIENCE

Principal Software Engineer

2019-Present

Quibi - Hollywood, CA

Technical lead on iOS for the Search & Discover and Identity & Commerce sections of the Quibi app covering everything from sign up, subscription, browsing content, and user settings. Quibi is a premium content video streaming service founded by Jeffery Katzenberg and Meg Whitman. Built the application from the ground up in Swift, as the company's first iOS developer. Developed early prototypes for the company's "turnstyle" video display system using AVPlayer. Created generic content tile display and tracking software using UICollectionView for shows, episodes, and collections. Wrote software to interface with StoreKit to manage in-app purchases. Lead in-house developers and contractors (including some overseas) as a collaboration to build a beautiful, crash-free app. Used protobufs for network communication.

Lead Mobile Architect

Loot Crate - Los Angeles, CA

2017-2019

Architect for Loot Crate's mobile solutions to encourage fans to connect with their fandom. Managing a new team to rebuild from scratch the company's e-commerce iOS app including purchase of mystery box subscriptions and management of previous subscriptions for various pop-culture brands such as Marvel, Harry Potter, and Stranger Things. Role involved collaborative leadership, hands-on development, architecture/design direction, working with Product and UX, security requirements definition, management of direct reports, and establishment of Agile processes (including code reviews, source control, and automated unit and UI testing). Technologies include: Google Firebase, Contentful, Crashlytics, ARKit, Facebook SDK, Card I/O, Xcode CI, Test Flight

Principal Software Engineer

Live Nation Entertainment - Hollywood, CA

2012-2017

Mobile Technical Lead for Ticketmaster "special projects" on iOS. Designed the architecture of apps and systems, developing Objective-C and Swift software hands-on, defining and executing sprints using an Agile Scrum process, and delivering on schedule. Led and delivered two B2B apps for iPad and iPhone to help major league sports teams and other venues sell season ticket plans, manage customer relations, and view data on revenues and attendance for. The software was originally written in Objective-C but was migrated over time to Swift after it became available. Hardware integrations: CreditCard swiper, Blue Tooth Printer, Bar Code Scanner

Also Technical Lead and primary developer of cross platform software for a high performance Interactive Seat Map (ISM) library written in C using OpenGL ES for iOS and Android (using Android NDK). The ISM is tuned for performance and can show over 100,000 seats without any lag through the use of OpenGL ES shaders. The ISM was in use in 4 different apps developed by Ticketmaster on iOS and Android.

Chief Software Engineer

The Boeing Company - Seal Beach, CA

2001-2012

Lead mobile development efforts on iOS and Android including a secure e-mail client for iPad/iPhone using OpenSSL encryption and an Android app that performs live face recognition on a video stream from the phone's camera. Experienced using user interface, camera, mapping, GPS, and communication libraries on both iOS and Android.

Prior to being involved in mobile development, lead the development of a commercial 3D geospatial mapping & visualization product (similar to Google Earth in capability) which has served various defense and security programs in the US and Australia including in the White House Situation Room. The software was written in C++ and OpenGL.

Senior Software Engineer

Autometric Inc. - La Palma, CA

1997-2001

Designed and implemented 3D geospatial mapping & visualization software including leading the architecture of a new Application Programmer's Interface (API).

Lecturer

University of California at Los Angeles - Los Angeles, CA **1996-1997**

Designed and taught a course on object-oriented software using design patterns for UCLA Extension for 3 quarters.

Software Engineer

Aerojet Electronics Systems - Azusa, CA

1988-1997

Software Engineer developing visualization, user interface, and analysis software for satellite ground stations. Worked on a variety of projects on Silicon Graphics computers.

EDUCATION

University of California at Irvine — BS Information and Computer Science 1987

SKILLS

Mobile - iOS (9 years experience), Android (2 years experience),

OpenGL (over 10 years)

Object-Oriented Design (over 10 years)

Agile Software Team Leadership (over 10 years)