

As a technical team lead and iOS programmer with over 20 years of experience in Cocoa development, Mr. Harrison brings seasoned and well-rounded object-oriented programming, analysis and leadership to his teams. He has recent experience coding in Objective-C, Swift, Java, REST, Cocoa and Cocoa Touch. Key business value-adds include a history of designing and implementing a world-class, object-oriented database architecture to allow unusually flexible, business-friendly, and powerful reporting capabilities and a maturity and know-how to treat data with the respect and sensitivity it deserves. Assignments have included Apple, NeXT Software, Inc., Ally Bank, and DoD. A graduate of Clarkson University with an advanced degree in Computer Science from The Johns Hopkins University, Mr. Harrison thrives in an environment where his complex problem-solving skills are exercised and valued.

Experience

February 2020 -
Present

Senior Developer Engineer, Apple — Home Office

Mr. Harrison is a Senior Developer Engineer consulting with Apple's Product Engineering Systems group, working on the macOS version of Radar, Apple's internal bug tracking tool. He is responsible for developing solutions that include all aspects of client-side code from UI elements to networking code. He collaborates with multiple team members including project managers, UX designers, developers and quality assurance engineers, and also collaborates with members of other teams, especially service teams, to provide the best possible solutions for Radar clients.

June 2018 -
February 2020

Mobile Technical Lead, Ally Bank — Charlotte, NC

Mr. Harrison was a Mobile Technical Lead working in Digital Channel Technology.

- Led the A-Team in its development of the Ally Bank iOS and Android applications, successfully releasing multiple versions to production.
 - Worked with product owner to size and refine stories to help provide a healthy backlog of work for the team.
 - Worked across teams to document and manage technical debt for the iOS application, helping to create a healthy backlog for use within our 5-sprint plan.
 - Collaborated with other Ally teams to architect solutions to be used by not only the mobile teams, but also the web client.
 - Performed design discussions and code reviews to ensure the mobile teams produce correct solutions, minimizing creation of new technical debt.
 - Mentored programmers across all mobile teams, providing insights into architecture, design, language features as well as library functionality.
 - Conducted Scrum ceremonies as needed.
 - Rearchitected and implemented parts of the Ally Bank iOS application to support initiatives into modern application theming and robust analytics support.
 - Worked with multiple teams to teach how different types of testing (unit, UI, etc.) are appropriate to solve specific problems so teams implement the proper testing. Wrote new modules in the iOS application, including unit tests that have 100% code coverage.
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May 2013 -
June 2018

Senior Developer Engineer, Apple — Cupertino, CA

Mr. Harrison was a Senior Developer Engineer working in IS&T Engineering Solutions (and its previous incarnations).

- Built RESTful web services for iLog, Apple's Client Relationship Management system used to manage requests made by Apple's top-tier clients.
- Coordinated design and development work across three teams and more than a dozen Apple developers to increase collaboration during the successful Dialog application replacement, which saved the organization approximately \$1.5 million per year.
- Served as designer and technical lead for development of iOS mobile CRM application by off-shore team to increase account manager's transparency into service delivery, management and support for key enterprise clients.
- Performed code reviews for software written in multiple languages for on-shore and off-shore teams. Mentored half-dozen less-experienced developers in Cocoa and Objective-C who enhance existing systems.
- Developed iOS video application used throughout Apple, porting it to macOS in three days.
- Wrote custom Oracle driver using Oracle client libraries for interface to multi-terabyte Oracle database.
- Frequently asked to perform advanced troubleshooting across multiple languages and platforms for other teams.

June 1995 -
May 2013

Senior Developer Support Engineer, Apple / NeXT Software, Inc. — Home Office

As a Senior Developer Support Engineer working in the AppleCare Enterprise Services group (and its previous incarnations), Mr. Harrison designed a suite of powerful business tools allowing the support and sales teams to offer customers world-class, award-winning service.

In this role, Mr. Harrison was the lead developer for an internal customer support database and its associated programs. He creatively designed solutions for systems problems in a flexible manner that accommodated unanticipated future business functionality. Designing solutions in a powerful, extensible manner, Mr. Harrison provided users the ability to add functionality on the fly without the need to implement costly new versions of software.

In his previous role he was required to maintain relationships with specific Premium client companies who had purchased and were developing software with Apple's Cocoa and WebObjects software packages (and their previous incarnations as OPENSTEP software from Next Software, Inc.). Mr. Harrison aided client software development by being knowledgeable on all facets of Cocoa and WebObjects technologies, helped the clients troubleshoot problems, maintained good relationships with Engineering, and provided a conduit for communications between clients and Apple Engineers. He supported his clients primarily via email and telephone conversations, but was required to provide support at their company sites on occasion.

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SCOTT M HARRISON

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January 1988 -
June 1995

Analyst, U.S. Department of Defense – Fort Meade, MD

Mr. Harrison was the lead programmer and primary architect for a suite of applications deployed on a variety of hardware platforms and operating systems, responsible for all stages of the computer life cycle from requirements gathering to maintenance. He programmed primarily in the C programming language, with some additional work done in Intel 8086 assembly, PostScript and Pascal. Mr. Harrison taught classes on the subject of the application suite as well as general computer science and programming on a one-to-one level and in a classroom format. He performed travel internationally for software installation and training. He met with and briefed all levels of Agency and inter-Agency personnel.

May 1987 -
January 1988

Programmer, New Jersey Sports Authority – East Rutherford, NJ

Mr. Harrison was the sole programmer for the personnel department. He designed and implemented the personnel database using DBASE III+ on IBM PC hardware running MS-DOS. He created various utilities in Pascal, BASIC and Lotus 1-2-3 on PCs and in Mapper 10 on a Unisys mini-computer. He assisted multiple organizations with various PC hardware and software problems.

Tools and Technologies

macOS, iOS, Xcode, Eclipse, Objective-C, Swift, Java, Cocoa (aka OPENSTEP aka NeXTSTEP), Cocoa Touch, AppKit, UIKit, Foundation, CoreData (and Enterprise Objects Framework), WebObjects, git, REST, SMTP, SQL, Oracle, FrontBase, MongoDB, Object-Oriented Analysis and Design, Object-Oriented Programming, Distributed Objects, Relational database design

Education

The Johns Hopkins University; Baltimore, MD – M.S. Computer Science, May 1993
Clarkson University; Potsdam, NY – B.S. Computer Science, May 1987

Personal Interests

Languages

French, Russian, Urdu, German, Catalan, Spanish

Travel

Lived in Germany, the United Kingdom, France and Andorra.

Traveled extensively in Europe, and briefly in Asia, Africa and Australasia.

Gaming

Table-top role-playing games (play and create), Computer (Simulation: play and create)

Sports

Hiking, Biking, Basketball, Frisbee, Kayaking
