

Nathan Lanza

IOS DEVELOPER

Florida, San Francisco, Los Angeles

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Education

Codepath

San Francisco, California

IOS FOR ENGINEERS BOOTCAMP

Oct. 2016 - Dec. 2016

- Eight week iOS course for experience software engineers to improve their iOS development abilities.
- Top student throughout most of the course as evaluated by instructors.

Hack Reactor - Mobile Makers

San Francisco, California

IOS BOOTCAMP

Jan. 2016 - Mar. 2016

- Full-time, eight week intensive iOS development course.
- Covered both Swift and Objective-C. Included protocol-oriented programming, generics, optionals, functional programming and more.
- Frameworks studied included UIKit, Foundation, CoreData, CloudKit, NSOperation, GCD, MapKit, CoreLocation, CoreMotion, and others.
- Top student throughout the entire course as evaluated by peers and instructors.

Florida Atlantic University

Boca Raton, Florida

M.S. IN PHYSICS

Jan. 2015 - Dec. 2015

- PhD candidate in the field of Loop Quantum Gravity.
- Research on the path integral formulation of quantum gravity (called spin foam theory) and the coupling of fermions to quantum gravity.

Experience

Bestie Inc.

IOS APP

- Working as an independent contractor for a social matchmaking app.
- Application uses coordinator pattern for navigation, Firebase for message and user storage, RxSwift and RxCocoa for reactive interface elements such as buttons JSQMessagesController and FacebookSDK for account creation
- Currently in MVP state with founders testing on friends and family.

nWorkout

GitHub: [nathanlanza/nworkout](#)

TESTFLIGHT: [HTTP://NWORKOUT.LANZA.IO](http://nworkout.lanza.io)

- iOS app written in Swift. Responsible for entire project. Will be published to the App Store in the coming weeks.
- Originally used Core Data for storage but swapped to Realm due to outdated behaviors of Core Data. Will be implementing a Kitura server for synchronization between devices.
- App makes heavy use of RxSwift, RxCocoa and various other packages from the RxSwift community.
- Entire app is storyboard-less: all View Controllers and navigation are instantiated via code enabling generic ViewControllers for the most efficient code reuse.

CoordinatorKit

[HTTPS://COCOAPODS.ORG/PODS/COORDINATORKIT](https://cocoapods.org/pods/coordinatorkit)

- Framework for implementing the Coordinator pattern in iOS projects. Written entirely in Swift.
- Available via CocoaPods and Carthage.

nBack

[HTTP://WWW.LANZA.IO/PORTFOLIO/NBACK](http://www.lanza.io/portfolio/nback)

- Available on App Store [here](#).
- iOS app written in Swift. Responsible for entire project.
- Uses Core Data to store gameplay history. Utilizes custom protocols, delegates and helper classes that were written to facilitate better code organization around the schema.
- Entire app is storyboard-less. Utilizes the Coordinator pattern to better organize code and to relegate navigation and View Controller management to a more proper location in the code.