

JEFF NADEAU

Software Engineer
& Designer

CONTACT

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REFERENCES

Available upon request.

CODE SAMPLES

The majority of my recent work is governed by non-disclosure and intellectual property agreements, so I cannot share any recent real-world code samples.

Profile

Engineer with substantial experience developing applications and frameworks for computing devices of every size. Firm believer in full-stack knowledge; happiest when designing rational, clean, and maintainable high-level code backed by a broad knowledgebase of low-level fundamentals and computer science theory.

Work

Apple Inc. (2012–Present)

Software Engineer, Cocoa Frameworks

Member of the AppKit team. AppKit is the OS X framework central to all modern Macintosh applications. It covers a wide range of functionality including graphics, layout, typography, animation, standard user interface elements, and more. This role requires skill in code architecture, API design, long-term planning, and technical prowess both broad and deep.

Software Engineer, Operating Systems

Integration engineer for OS X and iOS. Qualifications for this position include deep systems knowledge and a broad array of skills, including: native Cocoa and Cocoa Touch application development, Rails application development, user experience design, and project management.

University of Michigan CAEN (2008–2012)

Database Developer

Employed to develop infrastructure and applications for the university's Oracle databases.

Education

University of Michigan (2008–2012)

Computer Science Engineering

Curriculum consisting of logic design, low-level systems, data structures & algorithms, database internals and management, high-level languages, network and server development, parallel processing, theory of computation, and theory of languages.

Skills & Attributes

Comprehensive knowledge of UNIX systems, including Darwin

Very strong knowledge of C, Objective-C, Java, Swift

Experienced in various interpreted languages, e.g. Ruby, Python, Javascript

Skilled wrangler of CSS, and big fan of the SASS preprocessor

Cares about big-picture code design and architecture

Interested in category theory and functional programming topics

Works well with version control in a team setting

Skilled with several components of the Adobe suite of creative tools

Quick to learn new technologies, languages, and processes