Brett Keck

12279 Settlers Cove Ct.
Granger, IN 46530
317-910-2836
bkeck01@gmail.com

With over 15 years of experience as a mobile developer, I have cultivated a deep passion for building high-quality applications that solve real-world problems and deliver exceptional user experiences. I'm looking for a new challenge, eager to bring my expertise, creativity, and problem-solving mindset to a team to contribute to the development of applications that truly make a difference.

Job Experience

FluentStream Technologies   **November 2021 - January 2025**
Mobile Development Lead   Denver, CO

- Designed and developed two iOS applications and one Android application for telecommunications, incorporating Apple SDKs such as CallKit and PushKit to enable advanced calling functionality, SMS messaging, and the management of voicemail and contacts.
- Leveraged Swift/SwiftUI for iOS and Kotlin/Jetpack Compose for Android development.
- Conducted roadmap planning informed by user feedback and market analysis to align development with business goals.

Ario Technologies   **September 2019 - November 2021**
Senior iOS Developer   Norfolk, VA

- Lead developer and architect of the Ario Connect app, enabling video chat with shared augmented reality (AR) environments and 3D asset placement.
- Co-architect of the Ario app, an AR CMS mobile front-end for knowledge sharing, training, and media integration, including 3D models, videos, and tasks.
- Worked with Swift, UIKit, SwiftUI, ARKit, and RealityKit

Barryllium Labs   **January 2017 - September 2019**
Owner and Developer   Granger, IN

- Designed and developed native iOS and Android applications using Xcode and Android Studio.
- Built hybrid mobile applications for iOS and Android using Xamarin and Visual Studio.
- Utilized Swift, Objective-C, Kotlin, Java, and C#.

Eleven Fifty Consulting and Academy   **March 2015 - December 2016**
Senior Mobile Architect and iOS Practice Lead   Carmel, IN

- Lead a team of developers to create mobile applications with UIKit and Swift.
- Mentored developers who were entering the software developing field.
- Curriculum development and instruction for iOS and Android development bootcamps.

Fusion Alliance   **February 2013 - February 2015**
Mobile Application Developer   Indianapolis, IN

- Designed and developed multiple iOS and Android applications using Objective-C, Swift, and Java.
- Built a Node.js server to serve as the backend for an iOS application.

ITT/ESI   **May 2012 - February 2013**
Senior Mobile Application Developer   Carmel, IN

- Sole developer for the intelliCourse Android Application, and lead developer for the intelliCourse Web Application - an educational application used by students at several ITT Tech campuses across the U.S.
- Experience coding in Java, jQuery, and PHP

BAE Systems   **December 2010 - May 2012**
Mobile Application Developer   Hampton, VA

- Developed mobile applications using Unity3D, Eclipse, and Xcode, with expertise in C#, Mono, and JavaScript, and additional experience in Java and Objective-C.
- Recognized with the 2011 BAE Chairman's Bronze Award for the Weapon Zero Application and named a finalist in the I/ITSEC Serious Games Challenge for the Mobile MOUT Application.

University of Notre Dame   **August 2002 - December 2010**
Senior Technical Support Consultant/Analyst   Notre Dame, IN

- Developed websites and applications using HTML, Flash, JavaScript, and PHP.
- Administered servers, managed user machines, and provided technical support for the Institute for Latino Studies.

Education

University of Notre Dame   **August 1997 - May 2021**
Bachelor of Science, Computer Engineering   Notre Dame, IN

Developed Applications   **2017 - 2025**

iOS:
FluentStream Mobile: https://apps.apple.com/us/app/fluentstream-mobile/id6468010943
FluentStream Admin: https://apps.apple.com/us/app/fluentstream-admin/id1666354558
Speed Tracer: https://apps.apple.com/us/app/speed-tracer/id1464143380
FarmServer: https://itunes.apple.com/us/app/farmserver/id900035940?mt=8
Employ: https://itunes.apple.com/us/app/canvas-recruiting/id1238367694?mt=8

Android:
FluentStream Mobile: https://play.google.com/store/apps/details?id=com.fluentstream.fluentstreammobile
Employ: https://play.google.com/store/apps/details?id=com.canvas.recruiting

Skills

- Proficient in Swift, Objective-C, Kotlin, and Java, with expertise in iOS architecture using both UIKit and SwiftUI.
- Skilled in native mobile development using tools like Xcode and Android Studio.
- Familiarity with several Apple SDKs including ARKit, RealityKit, CallKit, PushKit, and more
- Experienced in leading development teams, delegating tasks, and architecting large-scale, high-quality mobile projects.
- Strong knowledge of version control systems, including Git.
- Adept at curriculum development and technical instruction for iOS and Android development.