



# Terry Tucker

Founder, Senior iOS Developer

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## Profile

Seasoned Engineering Manager and Senior Software Engineer with over 20 years experience building commercial applications using different languages and platforms. Spent several years managing an agile development team building commercial e-commerce software, but my passion is UI design and development. Independently built desktop, web, and mobile applications.

## Skills

Experienced at developing GUI, Client/Server, Distributed and Mobile applications on Windows and Mac. Fluent in C/C++, C# and Objective-C programming languages. Knowledge of Ruby on Rails, Python, and JavaScript. Frameworks used include Cocoa, iOS SDK, Core Animation, Core Data, Quartz Composer, MFC, ATL, Cocoa, Qt, Boost and STL. Experienced with deploying production services on Amazon EC2, and S3 using EngineYard, and directly through Amazon.

## Business Ventures

### Founder & COO, FocalShift, LLC

**08/11 - PRESENT**

FocalShift provides contract software development, project management, and architectural guidance for clients developing native "mobile-first" applications. We specialize in the design and implementation of mobile software solutions for iOS devices and develop Linux-based backend web services in support of connected mobile apps.

FocalShift can partner with you to develop an idea from start to finish, take a technical leadership role working with your team as you transition to iOS development, or help you bridge a short- or long-term resource gap by joining your team. We can also custom tailor our iOS training courses to your needs.

### Founder, Hot! Digits Dog Software.

**06/95 - 05/11**

Hot! Digits Dog Software is a product development firm responsible for the Arcadia floor space planning software aimed at the arcade and billiard entertainment industry. Licensed to Mondial Distributing, a billion dollar company in the coin-operated amusement industry.



Created Student Studio, a music teaching tool for instructors and students.

Created and still maintain UkuZoo.com, and its companion iPhone app, UkuleleDazz. These products cater to ukulele collectors, but could be adapted to a broad range of other collector and retail purposes. UkuZoo.com is the largest community supported collection of ukulele photos and information in the world.

## Employment History

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### Senior Software Engineering Manger, Auctiva

08/08 - 05/11

Joined Auctiva in 2008 to build a team of software developers charged with building a new e-commerce platform.

Built a seven person team that published a REST merchandising api capable of performing product search using SOLR/Lucene and making online storefront purchases using PayPal. This was the Microsoft .Net, WCF engine behind the merchandising website, elefy.com.

Led this group in an agile environment with daily scrum interactions and rapid redirection of efforts. Held responsibility for coding sections of the web services.

Transitioned the team to building a Ruby on Rails website, where I had some coding responsibilities as well as management and deployment responsibility of the library code to EngineYard.

Won a company award for an iPhone app, iPhilliate, that used location services and an affiliate program to purchase merchandise.

### UkuleleDazz Project, Hot! Dignity Dog Software

05/08 - 08/08

Designed, built, and published to the App Store, UkuleleDazz, the world's largest collection of ukuleles - right in your pocket!

Put the finishing touches on UkuZoo.com, a community sourced collection of the most beautiful and most interesting ukuleles in the world. A real, searchable database, and a web platform to display ukulele collections from all over the world.

### Senior Software Engineer, Analytic

03/07 - 05/07

Overhauled development environment and practices for a small software team focused on SaaS solutions for school district HR and finance.

Led the move from Visual Source Safe to the more reliable Subversion source control. Implemented practices to properly incorporate branching and tagging. Implemented automatic daily off-site remote backup of repository.



Restructured the team build process to work on one click, the same for everyone with no manual steps. Eliminated all build warnings and migrated tools through multiple versions of Visual Studio.

Created a network monitor service to monitor connectivity and provide automatic restart on failure. Wrote SMTP C++ application to email on server failures. This process resulted in an order of magnitude increase in uptime.

Created the Analytic Engine API framework and a parallel SchoolSuite application framework for development of a next-generation .Net product.

#### **Senior Software Engineer, CPU Technology**

**09/03 - 03/07**

Responsibility for software related to the design, test, and production of microprocessors.

Worked several products, some of them from the ground up. A C and Assembly code debugger that allowed stepping, breakpoint setting, and value inspection. A toolset that could parse proprietary HDL designs to generate a netlist and find errors in design and syntax. A C++/STL/Boost/Python parts database interface for verification of electronic parts and their attributes. A Python regression testing suite, and finally, a very cool and cutting edge schematic generator written in C++ and Python.

#### **Student Studio Project, Hot! Digits Dog Software**

**06/01 - 09/03**

Designed and built a desktop application for music teachers to create practice routines for their students. Students use the same software to play along with the samples to improve timing and to practice playing with another instrument. An accompanying website allowed sharing of saved lessons among teachers.

#### **Senior Software Engineer, Multiple Firms**

**06/99 - 06/01**

This was a pretty tumultuous time in the software industry. I worked for three companies you never heard of, OnLink, PulseMD, and Bizfinity. At OnLink I did desktop application work. At PulseMD and Bizfinity I did lots of web work, including Ajax javascript before it was cool.

#### **Senior Software Engineer, PeopleSoft**

**02/96 - 6/99**

This was my first full time software job working for someone else. I began as a Software Engineer and was promoted to Senior Software Engineer. I was responsible for the UI of the Red Pepper production planning software, a Microsoft desktop application built using C++, MFC and some 3rd party ui components.

#### **Arcadia Project, Hot! Digits Dog Software**

**08/95 - 02/96**

Designed and built a desktop application for arcade and high end billiard parlors. This was a drawing tool that allowed a user to easily generate a floor plan, then drag, drop, and rotate the footprint of all popular arcade games so owners could quickly redesign the layout of an

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entertainment space. A subscription to the app would keep it updated with the latest games in the industry.

## Publications

George Paele Mossman, Part I - The Ukulele Builder: <http://www.ukuzoo.com/blogs/post/George-Paele-Mossman-Part-I-The-Ukulele-Builder.aspx>

George Paele Mossman, Part II - Champion of Hawaiian Culture: <http://www.ukuzoo.com/blogs/post/George-Paele-Mossman-Part-II-Champion-of-Hawaiian-Culture.aspx>

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## Education

### Bachelor of Science in Electrical Engineering and Applied Physics

Conceived, funded, and developed SmartChart, the voice recognition software for use in dental charting. Worked closely with AIWare, a local software firm, to refine and test a software based neural network system capable of learning discreet words.

## Continuing Education

- iOSDevCamp 2011, iOSDevCamp 2012
- WWDC 2012
- Cross-platform C++ GUI Application Development using Qt4, Trolltech
- Advanced C Programming, Foothill College
- Visual C++ Windows Programming, UC, Berkeley Extension
- COM Boot Camp, Richard Hale Shaw
- Mastering Web Application Development, WSB Technologies

## Teaching Experience

### iOS Weekend, FocalShift LLC

Assist in student lab work for iOS and Objective-C training classes.

**03/13 - PRESENT**