

**Todd Bruss**

**iOS / macOS Developer**

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## **Experience**

### **iOS Software Engineer | Swift | Objective-C**

Super HiFi

2019 - now

Worked on Music AI services for LA based music startup Super HiFi.

Developed offline gapless playback macOS database for a client.

Invented a 2-in-1 commercial radio player plus smart speaker remote control app.

Consumed REST endpoints with Codable, JSON Decodable/Encodable, Serialization & QuickType.io

Using AVQueuePlayer, created an audio stream emulator designed to test customer content.

Utilized UICollectionView, UITableView, UIKit, reusable cells, dynamic UI and OOP for UI/UX.

### **Web App Developer | Swift | JavaScript**

SignUpGenius, a Lumaverse Technologies Company

2014 - now

Presented an iOS proof of concept app demonstrating the company's APIs using Swift.

Invented the Theme Builder. It allows the user to change the look and feel of their sign ups

Engineered drag & drop image uploads, image resizing and pixel sharpening.

Developed a new graphical user experience for the New Wizard.

Created an interactive user portal page for our Metric Reports App used by corporate employees.

Programmed a location manager tool that allows customers to add locations to their Sign Ups.

UI/UX, Front End JavaScript, Back End ColdFusion Script and MicroSoft SQL.

### **Swift Imagineer**

StarPlayX

2014 - now

Invented StarPlayX, a full accessible third party Streaming SiriusXM Radio player.

Created CameoKit, a private framework that does all the heavy lifting for StarPlayX.

Programmed UFO Emoji, a side screen arcade style video game for iOS.

Designed a 3D ARKit game called BrixAR that uses art on a physical wall to create a 3D breakout game

Created CloneToolX, backup and restore software for macOS 10.15.

Forged Cat-Woman shell script that allows MacPro 2008 3,1 to run macOS Catalina.

Engineered a private framework that can natively control the volume of any AirPlay2 device.

## **Mac Developer, Designer, Founder | AppleScript | Objective-C**

NiceMac

2002 - 2014

Invented StarPlayr for Mac, a revolutionary streaming Sirius Radio Application.  
Reverse Engineered Sirius and XM's flash web players and private REST APIs.  
Featured Album Art, Lyrics, and Song Purchases with Amazon and Apple on uSirius StarPlayr for iOS.  
Produced several Mac Radio players: SiriusMac, StarLight, StarLightXM, StarPlayr v1-3.  
Invented a virtual jukebox that would automatically tune to the user's favorite artists or songs.  
Designed the UI/UX/Graphics for uSirius StarPlayr for iPhone 1G, Mac and Windows.  
Interviewed with financial blogging and iPhone news sites about uSirius StarPlayr.  
Maintained NiceMac's websites, graphic design and marketing. Trademarked the StarPlayr name.  
Coined the slogan, "Don't be a Slacker, be a Star Player."  
Produced presentation materials for a private meeting with Sirius Satellite Radio.  
Created CloneTool, a Darwin based backup utility to backup and restore Macs and Hackintoshes.  
Made FreeStepX, step and repeat graphics software that used Macromedia FreeHand for print automation.

## **Workflow Automation Developer | AppleScript | PostScript**

Sherwin Williams Graphic Arts Division

1999 - 2002

Invented Imposition Pro, a fully automated graphic workflow system for offset printing.  
My software sported a user-friendly drag and drop interface that was way ahead of its time

## **Education**

Gaston College

AFA - Graphic Design

GPA 4.0

Dean's List