

Todd Bruss
iOS / macOS Developer
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Experience

iOS Software Engineer | Swift | Objective-C

Super HiFi
2019 - 2020

Worked on Music AI services for LA based music startup Super HiFi.
Developed offline gapless playback macOS database for a client.
Created an exclusive iOS radio player for Sonos Radio used internally by Sonos and Super-HiFi executive teams.
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.

iOS Imagineer | Swift | Objective-C

StarPlayrX
2014 - now

Invented StarPlayrX, a fully accessible third party Streaming SiriusXM Radio player.
Created CameoKit, an embedded HLS framework that does all the heavy lifting for StarPlayrX.
Designed UFO Emoji, a side scroller arcade style video game for iOS.
Developed Space-Bar, a futuristic 2D breakout game that has a 1 player air hockey look and feel.
Programmed an experimental 3D ARKit game 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 Mac Pro 2008 3,1 to run macOS Catalina.
Engineered a private framework that can natively control the volume of any AirPlay 2 audio 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.
uSirius StarPlayr for iOS, featured Album Art, Lyrics, and Song Purchases with Amazon and Apple.
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, and StarPlayr for 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