
Kevin A. Rohling

(407) 209-7841

Website: <http://kevinrohling.com>

Twitter: [@kevinrohling](#)

Email: kevin@kevinrohling.com

Skills

Programming Languages : Ruby, C#, Java, Objective-C

Mobile Platforms : Android, iPhone, iPad, Windows Phone 7

IDE's : TextMate, Eclipse, Visual Studio, MonoDevelop, XCode,

AWS : RDS, EC2, SQS, S3

Databases : SQL Server, SQL Azure, MySQL, SQL Lite

Work Experience

Breezy Print Corp,
Oakland, CA

Chief Technology Office (CTO)

3/2011 – Present

- Recruited and hired 2 engineers and a contract designer who has been a part of every product we've produced.
 - Interviewed and selected consulting firm for development of the Breezy 1.0 iOS application.
 - Managed 3 independent contractors, 4 in house engineers and team of 3 iOS consultants.
 - Lead the planning and architecture of every new feature and provided design and technical feedback for every product.
 - Breezy has successfully shipped Web, iOS, Android, Blackberry and API products in very short amounts of time and with very limited resources.
-

Vertigo Software,
Point Richmond, CA

Senior Software Engineer/Project Manager

9/2009 – 3/2011

- Architected and developed first version of the Microsoft Media Platform
 - Presented learning sessions on iOS and Android before the company had any mobile contracts
 - Senior Engineer on the company's first iOS project
 - Managed and developed the company's first Android project
-

Alinean Inc,
Orlando, FL

Lead Solution Architect

2/2009 – 8/2009

- Architected and developed the company's NextGen data analysis product
-

Walt Disney World,
Lake Buena Vista, FL

**Sr. Programmer Analyst -
Center of Excellence**

2/2004 – 2/2009

- Founder of the .NET Book Club, presented bi-weekly learning sessions for the entire IT department
 - Assisted in the development of training materials used for the entire organization
 - Developed, managed and deployed numerous web and windows .NET applications
-

Education

B.S. Computer Science (gpa: 3.7)

University Of Central Florida

Organizational Leadership Fall 2003

Walt Disney World

Recent Projects

Breezy for iOS (iPhone/iPad) – Breezy – 5/2011-Current

- **Role** – CTO/Product Manager
- **Details** – In May 2011, we decided to outsource the initial development of the Breezy iOS app due to limited in-house resources. I interviewed and selected our consultants and managed the external engineering team. I conducted daily standups, regular product reviews and actively contributed design and technical feedback shaping the product throughout the process. Since in-housing the development I have continued to be involved in planning, management and testing for every release cycle.

Breezy Backend/API – Breezy – March/2011-Current

- **Role** – CTO/Product Manager/Lead Engineer
- **Technologies Used:** Ruby on Rails, TextMate, AWS (RDS, EC2, SQS, S3)
- **Details** – After starting with Breezy in March 2011, I developed the initial Minimum Viable Product (MVP) of Breezy's RESTful API. This included up front database and API operation (JSON inputs and outputs) architecture as well as the actual development. In addition, I managed a contract engineer who assisted in the development. I have since trained new engineers on the system and manage the planning and architecture of all new system features. Furthermore, I continue to actively contribute (I write code) to the development of new features and bug fixes.

Breezy for Android – Breezy – 10/2011-Current

- **Role** – CTO/Product Manager/Lead Engineer
- **Technologies Used:** Eclipse, Java
- **Details** – Development of Breezy for Android began in late October 2011. I led the project planning and managed 2 in-house engineers. In addition I was heavily involved in the development effort, contributing approximately 40% of the codebase.

Breezy Connector – Breezy – 5/2011-Current

- **Role** – Product Manager/Lead Engineer
- **Technologies Used:** WPF, WCF, ClickOnce, Wix, Blend, Visual Studio 2010
- **Details** – Developed v1 of the Breezy Connector. Once additional engineers were hired I trained them on the system, architected and communicated new features and continued to contribute to the development of new features.

NBC SportsTalk Android App – Vertigo – February 2011

- **Role** – Project Manager/Senior Engineer
- **Technologies/Applications Used** – Eclipse, Java
- **Details** – Architected/implemented the Android version of the NBC SportsTalk mobile application. Developed project plan/estimates, communicated directly with client to manage schedule and expectations. Managed 4 other team members and performed Senior Engineer/Architect role.

NBC SportsTalk iPhone/iPad App – Vertigo – December 2010

- **Role** – Project Manager/Senior Engineer
- **Technologies/Applications Used** – Interface Builder, MonoTouch, iOS SDK 4.2
- **Details** – I developed a number of major components for the NBC SportsTalk iPhone and iPad applications. Development tasks included social media (Twitter and Facebook) and WordPress API integration, ATOM feed parsing, local data storage and Visual Design implementation.

PDC10 for Windows Phone – Vertigo – October 2010

- **Role** – Project Manager/Senior Engineer
 - **Technologies/Applications Used** – Visual Studio 2010, Blend 4, Windows Phone 7, C#
 - **Details** – Architected and implemented the Windows Phone application for PDC 10 in 3 weeks. Developed project plan/estimates, communicated directly with stakeholders. Mentored 2 other team members. Implemented 100% of development tasks.
-