

Kenneth Ballenegger

Developer & Designer

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SKILLS

- » Over 5 years of experience developing for iOS, Mac, and the Web.
- » Extensive knowledge of **Objective-C**, **Cocoa**, **PHP**, and **Ruby**.
- » Excellent polyglot development skills; fluent in many languages including the above as well as **C**, **Java**, **JavaScript**, **Lisp** dialects, **SQL**, **HTML**, **CSS**.
- » Abstract thinking; good understanding of concepts such as **Map/Reduce**, **REST**, **functional programming**, etc.
- » Experience using **UNIX** and deploying and using popular software packages such as **MongoDB**, **MySQL**, **Redis**, **Memcached**, **Scribe**, etc.
- » Design skills in print, screen, web, 3D, and user interface using Adobe Creative Suite and Cinema 4D.

EDUCATION

California College of the Arts

I'm currently a student at CCA, set to graduate with a BFA in Graphic Design in 2013. Ranked among the world's top art and design schools, CCA has taught me a great deal of theoretical knowledge and practical skills.

PROFILE

With experience in multiple fields including Design and Development, I'm a well-rounded individual eager to learn and to take on new challenges.

My passion is in designing powerful systems, ranging all ends of the software spectrum, from developing native applications, designing for user experience, to architecting frameworks and APIs and scalable backend systems. I'm always pushing myself to learn new languages and concepts, including functional programming and machine learning, to lower level assembly and programming language design.

EXPERIENCE

Software Architect, Chartboost—2011–present

As the first engineer and architect at Chartboost, I worked on designing our software stack and planning for the future. Starting from zero, I was instrumental in enabling our growth to a billion impression, 15 employees, 100 servers, 1000 apps... all in just our first year.

Some of my more significant contributions to Chartboost included writing our iOS and Android SDKs, designing our transaction and money processing infrastructure and our ad targeting algorithm, and creating internal tools such as an ORM and an MVC framework.

Backend Games Engineer, Disney—2010–2011

Working at The Walt Disney Company's Tapulous subsidiary provided me with experience in working in both small and big teams. I worked mostly on the backend side of our Tap Tap Revenge 4 release.

Founder, Azure Talon Software—2007–present

Founding my own company provided me with invaluable insight as to how a business is established and operated. Under the Azure Talon name, I released three popular iOS and Mac apps: iLaugh, Exces, and Macchiato.