

Kenneth Ballenegger

Software Engineer & Designer

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SKILLS

- » Over 7 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**, **Go**, **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 studied Graphic Design at CCA from 2009 to 2012. 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 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

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 daily events, 120 employees, 500 servers, 60,000 apps... all in just our first few years.

Some of my more significant contributions to Chartboost included writing our iOS SDK, designing our money processing infrastructure, our ad targeting algorithm, and driving the product development for both our highly publicized launch of the Chartboost Store and Video interstitials.

Head of Mobile Engineering, Chartboost—2013–present

As the company grew into a larger engineering organization, I took on the responsibility of recruiting and building our mobile engineering team. The team is currently comprised of 5 full-time engineers, and is responsible for developing new products and features in our iOS, Android, and Unity SDKs.

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 four popular iOS and Mac apps: iLaugh, Exces, Macchiato, and Quoth.

Backend Games Engineer, Tapulous / Disney—2010–2011