

ANGELO STAVROW

✉ workwith@angelostavrow.com | 🌐 angelostavrow.com | 🗣️ [AngeloStavrow](https://www.linkedin.com/company/angelostavrow)

PERTINENT WORK EXPERIENCE

Consulting Work 2020 – present

Write.as / A Bunch Tell, LLC

As a consulting developer, my current mandate is to develop two open-source projects:

- The [WriteFreely Swift package](#) wraps the WriteFreely/Write.as API [Swift, Networking]
- The [WriteFreely client](#) is an iPhone, iPad, and Mac app for publishing to your WriteFreely instance/Write.as account [SwiftUI, Core Data, Keychain, Swift Package Manager]

GitHub links are provided above; the iOS app is [on the App Store](#) and the macOS app is [in beta](#).

Dropped Bits, Inc. 2012 – present

Founder

As an independent developer, I designed, developed, and maintain three iOS apps:

- [Thought Detox](#) (launched 2021) is an iPhone app that helps you clear your mind [SwiftUI, HealthKit, WidgetKit, Shortcuts]
- [Per](#) (launched 2015) is an iPhone app that helps you shop smarter [Swift]
- [HoneyJar](#) (launched 2014; sunset 2021) is an iPhone app that helps determine the real cost of your spending [Objective-C, CocoaPods]

Thought Detox and Per are available on the [App Store](#).

OTHER WORK EXPERIENCE

Glitch 2018 – 2020

Full-Stack Developer / Solutions and Community Engineer

Fog Creek Software sold its FogBugz product and renamed itself to Glitch; I transitioned to the community engineering team, where my projects included:

- Working with the business development team on partnership projects, including onboarding partners to the Glitch platform and integration of Glitch embeds in documentation
- Building web apps for partners like Capitol Records, Twilio, MythBusters Jr. [Node.js, React, Express, HTML, CSS, JavaScript, and more]
- Building starter apps and writing documentation to help the community discover new frameworks and libraries
- Writing articles for Glitch's *Glimmer* publication, Glitch's Dev.to team, and partner developer blogs

Fog Creek Software

2017 – 2018

Full-Stack Developer / Support Engineer

As a member of the Manuscript (formerly FogBugz) engineering team, my projects included:

- Working on Manuscript features and bug fixes [C#/ASP .NET/JavaScript]
- Professional services work, including writing integrations, customizations against customer accounts/databases [T-SQL, Python, JavaScript, CSS]
- Support for [Manuscript](#), [Kiln](#), and [Glitch](#), including attended installations, product demos, and maintaining help and API documentation

First Sensor Corp.

2013 – 2017

Quality Engineer

In this hardware and software development role, which also included responsibility for all ISO 9001/ISO 13485 quality-management matters, my projects included:

- Developing and integrating embedded and Windows desktop client software for the calibration of digital pressure sensors [C, C#/.NET, I²C/SPI protocols]
- Technical writing, including specs, user manuals, and application notes
- Developing hardware and software for Atmega-based 16-bit DAQ systems [C]
- Developing/deploying/maintaining a web app used for tracking WIP [PHP, MySQL]
- Deploying/maintaining a git-based version control/project management system (self-hosted GitLab)

SKILLS

Languages & Frameworks

- Swift
- JavaScript
- Node.js
- HTML
- CSS
- SQL
- Objective-C
- C#/.NET
- Python
- PHP

Hardware

- Microcontrollers
- SPI/I²C
- A/D system design
- PCB layout

EDUCATION

Concordia University (2013)

Bachelor of Engineering, Electrical Engineering

Concordia University (2008)

Bachelor of Commerce, Accounting