

Fritz Ammon

Las Vegas, NV

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Summary

Strong understanding of programming language concepts, data structures, algorithms, and the importance of readability, reusability, and scalability. Able to use tools like regex, bash, and hooks to speed up development process and increase organization. Participation in an Agile environment. Utilizes design principles (SOLID). Participated in PR reviews. Great communication skills and ability to comprehend the requirements set by product and design teams. Ability to estimate and provide technical feedback and translate key ideas at a high level to others. Task management and documentation experience in tools like JIRA and Confluence.

Professional Work

Slickdeals, LLC - Mobile Engineer Las Vegas, NV Feb. 2018 - Present

Fixed bugs and memory leaks caused by strong reference cycles (ARC). Created a landing page for non-organic users via deferred deeplinking. Included app-to-app deeplinking. Integrated SDKs such as Adobe Analytics, Crashlytics, AppsFlyer, Firebase / Cloud messaging, and more. Used knowledge of serial and concurrency queues (GCD) to write safe code and avoid things like preemption, lock contention, and race conditions. Wrote network queue for better response handling and prioritization of certain authorization requests. Performed API requests and JSON consumption using Codable models. Created WebView's for interacting with pages hosted at Slickdeals.net. Applied design patterns and protocol-oriented Swift. Implemented magic link and code entry for logging into the app with various animations using the MVVM pattern.

Slickdeals, LLC - Web Contractor Las Vegas, NV May 2016 - Feb. 2018

After completing an internship over the Summer, I remained at Slickdeals working on the front-end and back-end of the website. This included developing the API used by both our iOS and Android apps. I switched over to the mobile team in May of 2017.

Languages

Swift, C, C++, PHP, MySQL, JavaScript, jQuery, Ajax, Bash, HTML, CSS, SASS, Assembly, C#, Visual Basic, Java

Software

Xcode, Git, Atlassian, fastlane, Adobe Analytics, Firebase, Sequel Pro, PhpStorm, Visual Studio

Education

University of Nevada-Las Vegas
Major: Computer Science, Minor: Math
GPA: 3.078

Aug. 2011 - Dec. 2016

Projects

Personal Website

Aug. 2017 - Present

Applied what I learned about LAMP and Twig at Slickdeals to create own website. Learned to use tools like WAMP or MAMP to develop and debug with Xdebug in PhpStorm at the localhost. Using Git and BitBucket for version control and keeping production code and database separate from development.

Clipper and Other Hacking

May 2008 - Dec. 2012

4-year long personal project during high school and college. Self-taught game hacking in C/C++ using Windows APIs to manipulate client-side process memory. Included Win32 GUI programming and multithreading to create a user-friendly application to be downloaded by hundreds of other players. Received donations for continued development and maintenance. Also learned about DLL injection, code caves, disassemblers, and Windows hooks.

Awards

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| Gilman & Bartlett Scholarship | 2016 |
| Roy & Helen Kelsall Scholarship | 2015 |
| Ralph S. Dippner Memorial Scholarship | 2014 |
| Dean's Honor List (Min. 3.5 GPA and 12 credits) | Fall 2013 |