APP DEVELOPMENT

Threeo • a beautiful new card game for iPhone® and iPod touch® (March 2013)
**Akay** • find, make, and share lists (in progress)

ABOUT THREEO:

Threeo is a novel card game and my first iOS app. It is available for free from the Apple App Store.

The game has two parts: first, the player must collect "tally cards" by arranging three same-numbered cards in a row, column, or diagonal. Then, the player must arrange three "tally cards" in a row, column, or diagonal in order to win. The difficulty of the game lies in being able to switch from collecting tally cards to focusing on winning in addition to remembering prior cards played.

Threeo was soft-launched in March 2013 and has been downloaded about 500 times to unanimously good reviews. Future updates will include multiplayer mode, messaging, Game Center integration, and monetization.
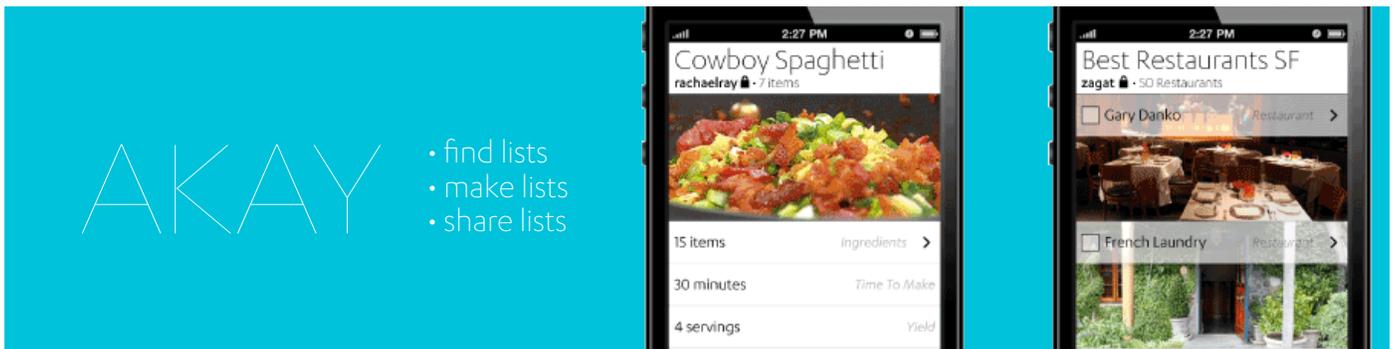
ABOUT AKAY:

Akay is a new app that lets users find, create, and share rich multimedia lists. It is currently under development.

Akay's lists are fun and useful. An Akay list can contain not just text but also images, videos, sounds, locations, URLs, phone numbers, email addresses, and even other lists. By creating a clear, friendly interface for finding and saving lists, users can save time and get to content faster, and content creators can better target and distribute their lists to users. After much testing and prototyping using Parse, Cloud Code, and Core Data to sync and persist data across users and devices, I am currently building a beta-candidate app for testing with target completion date of end of December 2015.

ABOUT THE DEVELOPER:

I've been self-teaching and developing iPhone and iPod touch apps on-and-off since summer of 2012. Through my apps I've been able to learn about, explore, and utilize many different frameworks, tools, and techniques, including:
UIKit and user interface design • Core Data and data management • Parse with Cloud Code • Push notifications
Secure data management techniques • Core Graphics • Version control via Git with GitHub and Bitbucket • and more.

I initially decided to teach myself iOS development so I could better understand and appreciate the work that goes into software development and better empathize with the needs and frustrations of software developers. However, I've realized that I really enjoy coding, so I've dedicated myself full-time towards building Akay.