

SENIOR SOFTWARE ENGINEER

# Karl Baron

KAGOSHIMA, JAPAN (REMOTE)

[CV@KALLEBOO.COM](mailto:CV@KALLEBOO.COM)

[HTTPS://KALLEBOO.COM/ME](https://kalleboo.com/me)

## ABOUT

Passionate about making cool, intuitive software that delights users.

Over 15 years of experience working with web and native iOS technologies, fully remote on small teams or solo filling roles with high independence, high impact and high responsibility.

- Deeply involved in feature and product UX design as well as planning and architecture.
- iOS developer since 2011, covering Objective-C, UIKit, Swift and SwiftUI, with large iOS API surface exposure, including graphics, camera, external device, networking, widgets, intents, StoreKit.
- Web developer and DevOps since 2007, covering Apache/PHP/MySQL/WordPress to Ruby on Rails, Front-end work in JavaScript, WordPress with CSS/SASS/SCSS, TypeScript with React, next.js. Maintenance of servers both on-prem, co-located, VPS and cloud/AWS with Docker.

## EXPERIENCE

LATENITESOFT (MADRID, SPAIN)

SENIOR SOFTWARE ENGINEER (IOS, BACK-END)

FEB 2017 - CURRENT

- **Photon, top iOS manual camera app.** Conceived, UX designed and implemented innovative camera features such as RAW Process Control, 3D temperature/tint control.
- Photon Studio, iPad app. Conceived, UX designed and implemented innovative companion app for **live remote display and control using local mesh wireless networking.**
- Photon Library, iOS photo library app. Targeted **integration of UIKit and SwiftUI** to achieve UI design goals.
- REC, iOS video app. Responsible for video storage, including external USB. Influence in **UX design** resulting in user-friendly audio controls. Conceived, UX designed and implemented Disk Speed Test feature.
- Camera+ 2, top iOS camera app. **Re-implementation of 100+ custom photo filters** in photo editing render chain from procedural CoreGraphics API to declarative Core Image, performance optimizations.
- Drove various prototyping efforts such as **Apple Vision Pro** and consumer **LLM integration** prototypes.
- Solely maintained back-ends for iOS app tools including usage statistics with integration into Grafana and customer feedback with integration in to third-party support systems. Maintained web presence including WordPress.

STAPLETON EIKAIWA GOUDOUKAISHA (KAGOSHIMA, JAPAN), SOLO DEVELOPER (WEB, BACK-END), JUNE 2024 - JAN 2025

Student management system. **Front-desk kiosk: student self check-in and check-out using NFC cards** with e-mail notifications to guardians, attendance management. Front-end (React/next.js) and back-end (Ruby on Rails). Solely responsible for detailed spec and implementation.

ASTAROS KABUSHIKIGAISHA (KAGOSHIMA, JAPAN), SOLO DEVELOPER (IOS, WEB, BACK-END), JAN 2024 - DEC 2024

Custom point card system for chain of bars. **Native SwiftUI iOS app, React Web app, Ruby on Rails Back-end**. Staff and customer iOS app, with a web app for Android users. Support for collecting/awarding points, participating in an objective-based point collection game, subscription Gacha mechanics with prizes. Support for issuing and scanning physical, NFC (FeliCa) VIP point cards. Solely responsible for detailed spec, design and implementation.

SHIMADZU LTD (KAGOSHIMA, JAPAN), SOLO DEVELOPER (IOS, WORDPRESS), FEB 2022 - AUG 2022

Apple Wallet and Google Wallet integration into WordPress ticket sales flow (Gravity Forms, Stripe and Zapier), built **custom WordPress plugin** to issue wallet passes, custom WordPress plugin for gate staff to scan passes on mobile device.

TAP TAP TAP (SAN FRANCISCO, CALIFORNIA), SOFTWARE ENGINEER (IOS AND BACK-END), FEB 2010 - JAN 2017

**Camera+**, **#1 camera app in the App Store**. Responsible for social sharing feature with consolidated back-end for instant sharing to multiple social media with a single upload, optimized for poor network conditions.

MACHEIST (SAN FRANCISCO, CALIFORNIA), SOFTWARE ENGINEER (WEB AND IOS), JULY 2007 - JULY 2016

- Implemented **Alternate Reality Game puzzles** in JavaScript and CSS, applying at-the-time experimental Safari features such as canvas and 3D transforms.
- Responsible for **payment system for software bundle sales**, handling millions of dollars in transactions, refactored implementation to use job queues to handle fulfillment to handle spikes of 100+ sales/second on commodity co-located hardware.
- Real-time web chat engine with Java server and JavaScript front-end
- Rewrote memory management in iOS game (Objective C)
- Implemented a UIKit class interface in AppKit for direct porting of games from iOS to MacOS X.

SONY ERICSSON, SUMMER INTERN (JUNE 2006 - AUGUST 2006)

ERICSSON MOBILE PLATFORMS AB, SUMMER INTERN (JUNE 2007 - SEPTEMBER 2007)

EARLY PERSONAL PROJECTS, HOBBYIST (1999-2005)

- GBS FM (2004) - Online streaming radio community with communal playlist, rating, comments, web forums, live DJ management. 100+ simultaneous listeners hosted off my dorm internet connection.
- PhotoSite TimeSaviour (2000) - Freeware application for Classic MacOS/PowerPC Mac OS X for generating HTML image galleries
- MacMail (1999) - Freeware LAN email system for classic MacOS

## **EDUCATION**

THE FACULTY OF ENGINEERING AT LUND UNIVERSITY, LUND, SWEDEN (2003 - 2009)

Studied Masters of Software Engineering