

Gene Crucean

Senior iOS Developer

Cincinnati, Ohio US

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[in crewshin](#) [crewshin](#) [genecrucean](#) [crewshin](#)



SKILLS

Dev

Advanced

swift | objective-c | javascript | node.js |
kibana | firebase | python | c++ | git |
jira | clickup

VFX

Master

softimage | maya | 3dsmax | arnold |
vray | mentalray | zbrush | mudbox

Database

Intermediate

postgresql | mysql | realm | sqlite |
mongo

Graphic Design - UI/UX

Master

figma | sketch | photoshop | illustrator |
affinity design | affinity photo | paintcode

DevOps

Intermediate

aws | gcp | linux | heroku | github |
gitlab

Video

Master

final cut x | premiere | nuke |
after effects | motion

WORK EXPERIENCE

Senior iOS developer at Kroger December 2016- November 2020

<https://www.kroger.com>

Responsible for drinking extremely good coffee... and also helping create a next-gen grocery shopping experience.

- Built entire client side ApplePay experience.
- Helped build entire checkout experience.
- Helped build entire In-Store experience.
- Helped build entire Scan Bag Go experience.
- Helped build KrogerPay experience.
- Initiated and helped migrate the CI/CD pipeline from Jenkins to Gitlab/Fastlane across 18 different banners (Kroger owned companies).
- Helped coordinate features across many teams via OKR's.
- iTunes Link: <https://itunes.apple.com/us/app/kroger/id403901186?mt=8>

CTO / Lead iOS developer at VYRL July 2015- July 2016

<https://www.govyrl.io>

Social Media Influencer Network

- Setup entire infrastructure, (issue trackers, team communication, Continuous integration/deployment, Full AWS stack, Heroku, etc.).
- Developed native iOS client (swift based).
- Creating projections, timelines, schematics, workflow's, naming conventions, assisted design build proper assets for mobile dev, managing entire backend development, etc. for entire company.
- Architected entire platform (iOS, Android, Backend).
- Environment: iOS 8.0 target, Swift, XCode 7, CocoaPods, Realm, Interface Builder, Instruments, Crashlytics, Charles Proxy, Agile Methodology all based on a Heroku stack consisting of Node.js (sails.js), PostgreSQL, Redis, Web sockets, and more consuming REST based API's in JSON format.
- iTunes Link: <https://itunes.apple.com/us/app/vyrl-influencer-network/id1057867611?mt=8>

Lead iOS/OSX developer at DeskSite **January 2014- January 2015**

<https://www.desksite.com>

2nd largest distributor of NFL video content worldwide

- Code base was outsourced to India. They decided to bring it in-house and brought me on board. I took over all Apple development and had to sift through a whole lot of unknown code to get the Apple platform up to the same spec as the Windows platform.
- Developed native OSX and iOS clients (Obj-C based).
- Environment: OSX 10.9 and iOS 7.0 target, Obj-C, XCode 6, CocoaPods, Interface Builder, Instruments, Backend was .NET and served a SOAP API.
- App Link: <http://desksite.com>

iOS/OSX Developer at Dagger Dev **January 2010- January 2016**

<https://www.genecrucean.com>

Freelance developer based in Los Angeles.

- Mobile app development, tool creation, etc... with experience in Node.js, PostgreSQL, MySql, MongoDB, ExpressJS and AngularJS.
- CTO leadership skills. Proud member of the LA CTO Forum.
- Clients: Heinekin, Turborilla, Desk Site, Motocross Boss, Value Stack, MX Live Timing + more
- Environment: Swift, Objective-C, XCode 7, CocoaPods, Interface Builder, Instruments, Crashlytics, Charles Proxy, Agile Methodology, typically utilizing a Node.js backend delivering REST based API's in JSON format.
- iTunes Link: <https://itunes.apple.com/us/app/mad-skills-motocross-2/id695531774?mt=8>
- Desktop app Link: <http://desksite.com>

VFX/CG Supervisor, Technical Director at Freelance **January 2000- January 2010**

<https://www.genecrucean.com>

Demo Reel: <https://vimeo.com/12955586>

- VFX/CG Supervision, Technical Direction, Script dev and tool creation, lighting and rendering, comping, layout, modeling, digital sculpting (Zbrush) and character creation. Arnold expert. Managed teams up to 45 people on extremely high-stress projects with budgets in the hundreds of millions of dollars.
- Clients: Warner Bro's, CafeFX, Quietman, Image Metrics, The Mill, Psyop, + more
- Environment: Softimage, Arnold, Nuke, Python, C++, Qt, Windows, OSX, Linux.

Technical Director at Warner Bros Entertainment **January 2008- January 2009**

<https://www.warnerbros.com>

- Directed technical aspects of projects.
- Created in-house app's/tools for projects.
- Created final in-movie assets.
- Environment: Softimage, Python.

CG Supervisor at Quietman **January 2006- January 2007**

<https://www.quietman.com>

- Organized and directed a team of 9 artists and animators on various projects. PDFa, DQ. Monster, Saturday Night Live (lice), Random Pepsi and Cheetos spots among others.
- Additional responsibilities included: Pre-vis, layout, modeling, digital sculpting (Mudbox & Zbrush), unwrapping, texturing, rigging, lighting, rendering, pass setup, plate tracking and fluid sym.
- Environment: Softimage, Arnold, Nuke, Javascript, Python, C++, Qt, Windows, OSX, Linux.

Technical Director at Adler Planetarium **January 2004- January 2005**

<https://www.adlerplanetarium.org>

- Organized and directed a team of 5 artists and animators on a 4k x 4k film. Modeled 2 hero characters & 10 variations.
- Additional responsibilities included: Pre-vis, layout, modeling, digital sculpting (Mudbox & Zbrush), mapping, rigging, lighting and rendering. Setup and maintained render farm.
- Environment: 3DS Max, After Effects, Javascript, Windows.

AWARDS

Emmy at John Adams (HBO)

2008

Best VFX in a Mini-Series

Oscar Nomination at Alice in Wonderland

2010

Best VFX in a Feature Film

Golden Globe (x4) at John Adams (HBO)

2010

Best VFX in a Mini-Series

INTERESTS

Trading/Investing

Flying FPV Drones

Formula 1