

Jeff Johnson

<https://lapcatsoftware.com>

My email address begins with contact-me and ends with the domain of the web site above.

Experience: Over 10 years as a professional Mac and iOS software engineer

Expertise: C, Objective-C, Swift, Cocoa, CoreFoundation, Xcode, Git

Employment:

Independent app developer (2016 - Current)

A sole proprietorship developing apps for Mac and iOS.

- I'm the creator, owner, and sole engineer of [Underpass](#), a peer-to-peer encrypted chat and file transfer app in the [iOS App Store](#) and [Mac App Store](#).
- I'm the creator, owner, and sole engineer of [StopTheMadness](#), a Safari app extension in the [Mac App Store](#).

[Rogue Amoeba Software](#) (2008 - 2016)

A small privately owned software company with a suite of consumer audio apps for Mac and iOS.

- I was lead engineer of Airfoil, a Mac app that streams audio over your local network, and its companion audio receiver app Airfoil Satellite (formerly Airfoil Speakers) for Mac and iOS.
- I was lead engineer of Radioshift, a Mac app that plays and records internet radio.
- I was co-lead engineer of Intermission, an app that allows you to pause live audio on your Mac and play it back later.
- I was co-lead engineer of Pulsar, a Mac app that plays Sirius XM internet streams.
- I wrote large amounts of shared framework code that ships in almost every Rogue Amoeba app.
- I maintained and documented the build system, unit testing system, and version control system.
- Company blog references:

5 year anniversary: [Another Momentous Occasion](#)

Guest blog post: [Sierra and Gatekeeper Path Randomization](#)

Farewell: [Rogue Amoeba's 2016](#)

"eight years of rock-solid code inside just about every one of our apps"

[Francis Technical Services \(now FTS InfoTech\)](#) (2007 - 2008)

A small privately owned software company that contracted with Apple to develop internal Apple business apps for Mac.

- I was lead engineer of BuildIT, a Mac app that served as a template for creating other internal business apps.
- I was co-lead engineer of Sonar, a Mac app used by Apple Developer Relations and iTunes Store Support to track emails with customers.
- I was an engineer for Merlin, a Mac payroll app.
- I was an engineer for Espresso, a Mac client for Apple's task tracking system.
- I was an engineer for Radar, a Mac client for Apple's bug tracking system.

[Marko Karppinen & Co. \(now Richie\)](#) (2006 - 2007)

A small privately owned software company that developed Mac apps for both consumers and enterprise.

- I was lead engineer of Knox, a consumer Mac app for easy use and sync of encrypted file vaults. (In 2010, Knox was sold to [AgileBits](#), makers of 1Password.)
- I was co-lead engineer of Pyro, a Mac client for Basecamp's Campfire chat.

Open Source: <https://github.com/lapcat/>

[Bonjeff](#) (2017 - Current)

A Mac app that displays a live list of the Bonjour services published on your network.

- I'm the creator and sole engineer.

[Vienna](#) (2006 - 2010)

A popular RSS reader for Mac.

- I was co-lead engineer and project administrator. At times I was the sole engineer.

[ClickToFlash](#) (2009 - 2010)

A WebKit plug-in that gave the user control over loading Adobe Flash on web pages.

- I was an engineer (#2 commit contributor) and a project administrator.

Technical Blog: <https://lapcatsoftware.com/articles/>

Education:

University of Wisconsin at Madison
M.A. and B.S. in Philosophy
Area of specialization: Logic