

Bill Meltsner

105 Cypress Street, San Francisco, CA 94110

Phone: 262-501-1372 Email: bill@meltsner.com Website: <http://www.meltsner.com>

I like making cool things that make people's lives better and/or entertain them.

SKILLS

- My best language: Objective-C
- Other languages I'm decent at: C, C++, Java, JavaScript, Lua, Python, Swift

RECENT PROFESSIONAL EXPERIENCE

iOS Technical Lead, [Yelp, Inc.](#)

November 2014-Present

- Led the iOS platform company-wide, encompassing all of Yelp's iOS properties.
- iOS and overall project lead for the Yelp for Business Owners app, building a brand new iOS and Android app, plus corresponding backend, from the ground up in 7 months.
- iOS and overall project lead for Yelp's Apple Watch app, working with a team of 3 to produce a well-regarded and highly praised Apple Watch experience in 2 months.
- Helped lead efforts to promote mobile as a first-class platform throughout the company, including the "Mobile Deputy" program, teaching engineers throughout the organization how to develop for our mobile apps.

iOS Engineer, [Yelp, Inc.](#)

August 2012-November 2014

- Worked on the iOS team developing Yelp's flagship app.
- Led the conversion of the entire codebase – ~3000 source files at the time, ~100KLOC, dating back to 2008 – to ARC.
- Overhauled the photo uploading experience, visually and architecturally.
- Gave internal presentations on subjects like the really crazy stuff you can do with the Objective-C runtime.
- Handled the iOS side of product launches in multiple foreign countries.

OPEN SOURCE PROJECTS

[LÖVE](#): open-source 2D game engine (C++, Lua)

Former Mac OS X version maintainer and one of three development leads through 3 major releases. Handled API design and implementation. Significant work on physics, font, and audio modules. First Lua-scripted 2D game engine with wide adoption. API and design adopted by other game engines (e.g. Cocos2D). [Source](#).

[Pokémon Showdown](#): online open-source Pokémon battle simulator

Former co-lead developer. Reverse-engineered and reimplemented mechanics from the Pokémon series of video games. Over 70 million visits in the past year. >20K concurrent users at peak. JavaScript all the way down – Node.js at the app layer, jQuery at the client layer – except for some weird bits of PHP. [Source](#).

NOTABLE SIDE PROJECTS

[Greg](#): CS/Music bachelor's thesis (C++, Core MIDI)

Real-time improvised music with a human accompanist. Novel, performance-oriented user interface. [Source](#).

[Champion of Guitars](#): text adventure satire of/homage to *Guitar Hero* (Inform 7)

>PRESS RED BUTTON. Written about in several venues, including [Boing Boing Offworld](#) and the [Toronto Star](#).

EDUCATION

[Bard College at Simon's Rock](#), Great Barrington, MA
BA *cum laude*, Computer Science & Music

Graduated May 2012