

Vincent Gable

vincent.gable@gmail.com | 512-879-7540 | hirevincent.com | San Francisco, CA

Languages and Frameworks: Objective-C, C, Assembler (PPC/AltiVec/SSE)

Apple ([DTS Engineer](#)) | **October 2010 – Present** Cupertino, CA

- Developer (Relations) Technical Services. Extensive communication with 3rd party developers; including several Technotes and Q&As; kitchens, Tech Talks, WWDC
- Investigate and craft workarounds to bugs in 3rd party code or Apple API daily

Independent Contract Development | **December 2008 – October 2010** Austin, TX

- **[Prometheus](#)**: iPhone editor for the Simple English Wikipedia, published [in the App Store](#)
- **[IMLocation](#)**: a context sensitive automation tool for Mac OS X; mute speakers in libraries, automatically detect and close “NSFW” webpages when leaving home, etc.
- Written in Objective-C 1.0 and 2.0, AppleScript
- Reverse engineered iChat for tight integration with OS X
- **[twitterglyphs.com](#)**: hieroglyphic text-shortening for twitter; *pirate* becomes ☠, *cut* becomes ✂, etc. Written in JavaScript, HTML, CSS
- **Contract iPhone development** with [Mutual Mobile](#). Shipped four apps currently in the App Store; clients confidential.

TechSmith (Mac Developer) | **February 2008 – November 2008** Okemos, MI

- Primary Mac developer for the launch of AV-recording solution [Camtasia Relay 1.0](#)
- Mac recorder, upload daemon, and self-installer; in Objective-C/C++/bash
- Worked with PC-client team to ensure interoperability, consistent experience.
- Experience with Agile development (Scrum), and Test-Driven Development

Apple (Numerics and Vector Computing) | **Summer 2006** Cupertino, CA

- Figured out novel SIMD parallelization of high dynamic range (HDR) color correction using split polynomials to realize a ~7x speedup over scalar code
- Improved analytical skills, learned to apply a rigorous scientific approach to performance evaluation

Microsoft (Windows CE group) | **Summer 2005** Redmond, WA

- Diagnostic logger for a VoIP/WiFi mobile handset

Motorola Austin, TX

- **Summer 2003**: IEEE-754 double-precision floating-point library for embedded PowerPC CPUs, realizing a roughly 6x speed improvement over GCC’s floating-point emulation.
- **Summer 2002**: Optimized the Networking and Telecom suites of the EEMBC benchmark, using AltiVec, for a combined speedup of more than 3.5x, winning an internal Motorola award

Metrowerks Austin, TX

- **Summer 2001**: Fixed memory leaks in the CodeWarrior optimizing compiler
- **Summer 2000**: Quality assurance; youngest intern ever

Education: Bachelor of Science in Computer Science, University of Texas at Austin, graduated May 2007 Overall GPA 3.57.