

Brett Duncavage Profile

I am an independent multi-disciplinary developer that provides software development services for mobile, desktop and the web. I work with individuals, agencies and organizations of all shapes and sizes. My services run the gamut of software platforms, but my expertise is with mobile platforms like BREW, iPhone, and Android. Basically, I just really love to code.

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Experience

PRINCIPAL, X FORWARD; DENVER, CO — 2009-PRESENT

X Forward is a Denver-based development shop that provides high-quality solutions for mobile, desktop and web. I consider myself a one-man code army.

- Developed prototype Android applications for Cequent.
- Developed pre-load BREW application for Cequent.
- Built “8 Planets” an educational iPhone game, for Brightslide.
- Developed a 3D game with real-world physics for iPhone (search CarnyBall in App Store).

CO-FOUNDER / CHIEF TECHNOLOGY OFFICER, KICK START MOBILE; DENVER, CO — 2007-2009

Kick Start Mobile is a mobile application development boutique that specializes in Brew® and Alltel Celltop mobile applications. As co-founder and CTO I was responsible for application concept development, application client and server software development, prototype development, managing a team of two developers and one QA technician, identifying hardware needs, and shaping the direction of the company. Basically, I ran the all IT operations.

- Wrote game framework for casual-style games in C and C++
- Managed development and QA team.
- Made all technology decisions regarding IT infrastructure and software platforms.
- Wrote interactive Facebook application for mGive.com.

SENIOR ARCHITECT, 9 SQUARED; DENVER, CO — 2003-2007

9 Squared (now Zed USA) is a mobile media solutions company that specializes in mobile content aggregation and distribution. As the Senior Application Architect I was responsible for managing the BREW development team (4 people) and the BREW QA team (6 people), establishing robust development standards and practices, designing application frameworks and system architectures, and developing flagship BREW applications such as RealTone JukeBox, and Univision Tonos.

- Developed BREW application framework in C++ that the RealTone JukeBox, Univision Tonos, and US Cellular Tone Room applications were built on.
- RealTone JukeBox generated \$5+ million/month in revenue after my new version was launched.
- Experience developing applications for constrained environments. And other mobile-specific needs (such as LBS and SMS).
- Designed and implemented custom Struts 2 web application in Java (using hibernate).

- Oversaw all BREW development and QA.

QUICK FACTS:

- Developed cutting edge mobile application platform and toolkit for BREW in C++.
- Built flagship application, RealTone JukeBox, which grosses over \$5 million/month.
- Over 30 commercial mobile applications developed and launched.
- Lead developer on Univision Tonos BREW application, available on the Verizon deck.
- Over 7 years experience in mobile application development.
- Very comfortable with iPhone, Android and BREW mobile platforms.
- Has a full toolbox of skills including C, C++, Objective-C, Java, PHP, MySQL, C#, and more.
- Can solve a Rubik's cube in under 2 minutes.

Education

University of Denver, Denver, CO — Bachelor of Science in Computer Science, 2003

Awards

2006 Qualcomm BREW Developer Award (for Best Ringtone Application: RealTone JukeBox)

Skills

Languages: C, C++, Java, Objective-C, PHP, Perl, C#, Javascript, XML, MySQL

Platforms: BREW, iPhone, Android, .NET, Struts 2, Webwork, Hibernate, JBoss, Linux, OS X

References

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