Boyd Timothy

Senior iOS Engineer | Embedded Systems Enthusiast | Startup Veteran

Innovative software engineer with 20+ years of experience spanning **iOS, embedded systems, cloud computing, and startup leadership.** Co-founded **Appigo**, successfully launching some of the first iPhone apps. Passionate about **building high-impact, scalable applications** with modern tech stacks. Seeking opportunities to create **innovative, meaningful products** in fast-paced, high-stakes environments.

✉ btimothy@gmail.com   ⚓ Highland, UT   ⦿ github.com/joulupukki   in linkedin.com/in/boydtimothy

Technical Skills

- **Languages:** Swift, Objective-C, C, C++, TypeScript
- **Mobile Development**: SwiftUI, UIKit, AVFoundation, StoreKit
- **Cloud & Backend:** AWS, Lambda Functions, RDS, EC2, S3, Google Cloud, Firestore, Firebase, Transcoder API
- **Embedded Systems:** ESP32, Daisy Seed, LVGL
- **Databases:** SQLite, MySQL, CloudKit
- **Other**: Node.js, Git, Docker

Experience

Senior Principal iOS Software Engineer
Tendo Systems, Inc. (2024 – 2025)
- **Developed a new Health Provider-based iOS app**, modernizing codebase with **SwiftUI** for improved maintainability and scalability.

Software Engineer
Archive Studios, Inc. (2023 – 2024)
- Sole iOS developer for **Vida Journal App**, a **multi-device video journaling** application.
- Implemented **Firestore sync, video transcoding, and HLS video streaming**, decreasing required storage space, enabling backup, and improving immediate sharing.

Software Engineer
Volley Software, LLC (2020 – 2023)
- Engineered **async video messaging** features for iOS (Swift, SwiftUI, AVFoundation, AWS Amplify) **improving group communication efficiency**.

Senior Software Engineer
SimpleNexus, LLC (2018 – 2020)
- **Directed iOS architecture** for **120+ white-labeled apps** ensuring **efficient deployment and streamlined updates.**
- Spearheaded **cross-team architecture (iOS Guild Leader)**, enhancing code conformity and reusability.

CTO & Lead Developer
Appigo, Inc. (2014 – 2018)
- **Managed business and market intelligence**, strategy, and development.
- Oversaw engineering for **Todo Cloud**, delivering a **scalable cloud-based platform across iOS, Android, and web.**

President & Co-Founder

Appigo, Inc. (2008 – 2014)

- Co-founded Appigo, launching some of the **first iPhone apps** at the App Store's debut.
- Led development of **Todo, Corkulous, AccuFuel, and Notebook**, reaching millions of downloads.

Senior Software Engineer

Novell, Inc. (1999 – 2008)

- Developed **openSUSE GNOME Desktop components** improving Linux usability
- Created **Tasque**, a Linux productivity app.
- Presented at **Novell Brainshare**.
- Maintained **Tomboy** open source project.

Education

Brigham Young University, Provo, UT

Bachelor of Science – Computer Science (2003)

Patents & Accomplishments

- US 9275159 – Content marking
- US 7987421 – Dynamic web content provisioning
- US 7660843 – Dynamic gadget delivery
- US 7412374 – Language detection for networks
- US 7149960 – Portal content management
- Best Desktop Application (2007) – Novell Hack Week ("Giver")
- Employee of the Year (2000) – Net Management Group, Novell
- #1 App Store Productivity App (2010, Todo for iPad)

Notable Open Source Projects

Q-Tune

- **Designed** the open-source **chromatic tuner** for **ESP32**.
- Developed in **C/C++ using ESP-IDF & LVGL**.
- Co-created the daughter **circuit board** for the power, relay control, and audio preamplifier.
- GitHub Project: https://github.com/joulupukki/q-tune

Flick

- **Designed** and built a **multi-effect guitar pedal** combining **plate reverb, tremolo, and delay**.
- Created a special **double-tap feature** for **controlling two effects** with one foot switch.
- Developed in **C++ for Daisy Seed DSP**.
- GitHub Project: https://github.com/clevelandmusicco/HothouseExamples/tree/main/src/Flick

Other Interests

- Cycling Enthusiast & Bluegrass Musician
- Amateur Extra Ham Radio Operator (Call Sign: KBØYD)
- Amateur Vacuum Tube Amp Builder & Electronics Tinkerer