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 SKILLS
 

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- **Languages:** Objective-C, Lua/LuaJIT, C, JavaScript, Python, C++, Swift
- **Tools / Software:** nginx, OpenResty, PostgreSQL, SQLite, Redis, OpenGL, FreeBSD, Git, Vim, Bash, Xcode
- **iOS:** Core Audio, reverse engineering (IDA disassembler, cycript), runtime modification development, app development, toolchain/framework development, Objective-C runtime, Objective-C / Lua interop

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 WORK EXPERIENCE
 

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- **Cydia Store** Remote  
*Vendor (Sole Proprietorship)* *July 2014 - Present*
  - Programmed, designed, and marketed iOS runtime modifications as consumer-facing software products, totaling over 5 million installs. It also involves reverse engineering closed-source components of iOS, and collaborating with other developers (remotely, across different timezones). More info in the "public products" section.
- **Quixey** Palo Alto, CA  
*Software Engineer (Intern)* *Jan. - July 2012*
  - **Quixey Challenge:** Improved the recruiting pipeline by automating much of the process with a web application, using Meteor (Javascript / Node.js / MongoDB stack). Saved about 100 person-hours per month.

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 PUBLIC PRODUCTS
 

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- **EQE (Free)** OpenResty, iOS, Cydia Substrate, LuaJIT, C, Objective-C, Core Audio  
*Audio platform* *Released Dec. 2017, still under active development*
  - **Description:** Successor to EqualizerEverywhere. System-wide parametric equalizer, playback history tracker, and social platform for iOS. Available on Cydia (jailbreak required). Social platform also has web frontend.
  - **Impact:** Still figuring out a monetization strategy. 500 daily active users and about 2000 weekly active users. EQE is the only system-wide parametric equalizer for mobile devices (EQE is the only one for iOS, and none exist for Android).
  - **Review:** <http://www.idownloadblog.com/2017/12/16/eqe-review/>
  - **More info:** <https://eqe.fm/about>
- **EqualizerEverywhere (Commercial)** iOS, Cydia Substrate, Lua, C, C++, Objective-C, Core Audio  
*System-wide graphic equalizer* *Released July 2014*
  - **Description:** System-wide 10-band graphic equalizer for iOS. Available on Cydia (jailbreak required).
  - **Impact:** About 10,000 paying users (and about 100,000 non-paying users).
  - **Review:** <http://www.idownloadblog.com/2014/07/25/equalizeeverywhere/>
- **Cylinder (Free)** iOS, Cydia Substrate, Lua, C, Objective-C, Core Animation  
*Animation platform* *Released Feb. 2014*
  - **Description:** iOS framework for custom icon animations while swiping a page on the home screen. Animations come from user-made Lua scripts using a custom API I designed. Available on Cydia (jailbreak required).
  - **Impact:** 4.5 million cumulative downloads (the latest update has 1.2 million downloads). The Lua API facilitated the creation of about 50 custom "effects" by users. Cylinder is basically a de-facto tweak when it comes to jailbreaking, for example it's frequently used to demo WIP jailbreaks.
  - **Source code:** <https://github.com/rweichler/cylinder>
  - **Review:** <http://www.idownloadblog.com/2014/03/30/cylinder-cydia/>

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 PERSONAL PROJECTS
 

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- **Lucy:** Lua / Objective-C bridge and runtime analysis/debugging tool for iOS. <https://github.com/rweichler/lucy>
- **jjjj:** GUI package manager for iOS (based on dpkg, similar to Cydia). <https://github.com/rweichler/jjjj>
- **Aite:** Build system (like GNU Make). <https://github.com/rweichler/aite>
- **Sunnyveil:** 3D game engine written in C and LuaJIT. Has Lua bindings to Bullet (physics engine) and OpenGL.
- **Wuigi:** Mario clone (kind of like Mario Maker), written in Java. <https://github.com/rweichler/wuigi>

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 EDUCATION
 

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- **UC Davis** Davis, CA  
*Bachelors in Computer Science* *Graduated in 2017*