

Kevin P. Holland

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I create functional UIs that beckon.

I have iOS development experience in both Objective-C and Swift.

I independently launched two apps on the App Store, and helped code five other apps.

I've shipped two successful Kickstarter projects, worldwide.

I've released freeware and shareware music applications built in Max/MSP for 16 years.

I've started three profitable businesses.

I am an autonomous generalist with an unflinching work ethic. I perform well with no oversight. But I welcome criticism so that the work is as beautiful and correct as can be.

I have a degree in music, have written over 900 tracks, and have taught guitar, theory, composition, improvisation, and synthesis for 22 years.

I believe in the beauty of human connections, and feel that new creative works and forms of entertainment can bring the world together, and move us all in amazing new directions.

I'm fun and weird. I wear [purple](#) everyday, smell pleasant, and kindness is my currency.

Although my pedigree is somewhat unorthodox, my passion for creation is fiery and my commitment to task is unmatched. My dream is to humbly offer the world a bit more beauty through elegant design and solution-based collaboration.

Podo Labs

October 2015 - July 2016

iOS engineering, UI/UX, design, animation, photo management

Podo

Companion application for Bluetooth camera.

- helped bring company's first iOS app to market
- integrated photo library from Bluetooth camera transfers
- created animations and was responsible for most UI/UX work

Retronyms

February 2015 - September 2015

Localization, UI/UX, MVC, QA

BACtrack

Mobile Bluetooth breathalyzer.

- localizing the companion iPhone app in nine different languages
- UI modifications, bug fixes, code streamlining, extensive testing

BACtrack View

- created majority of UI based on design wireframes
- helped create model code to interface with server

kevinpholland.com

January 2014 - present

Software engineering, graphic design, UI/UX, sound design, music composition, marketing & media

Micro Shooter - Released on the App Store, July 17, 2014

Retro, minimalist, meditative shooter game.

- all code, UI/UX, sound creation, and music composition
- key features: Objective-C, procedural drawing, Game Center, Sprite Kit, iAd integration, in-App purchasing, social media sharing

Droplets Holiday Edition - Released on the App Store, December 21, 2014

Cute, simple holiday puzzle game.

- all code, UI/UX, sound creation, and music composition
- key features: early Swift adoption, procedural drawing, Game Center, Sprite Kit, iAd integration

NTHSynth, LLC

February 2012 - present

Co-Founder, software engineering, graphic design, UI/UX, hardware design, marketing & media

NTH Music Synthesizer - Successful Kickstarter, 226% funding, March 1, 2012

Open source music synthesizer featuring instant fun, awesome sound, and a hackable design.

- designed user interface, acrylic enclosure, and analog filter
- wrote and illustrated user manual, created sound demos, product videos
- designed packaging including t-shirt, decals, and online promotion

Luminth Generative Music System - Successful Kickstarter, 167% funding, June 13, 2013

Click, turn, push+turn. Generate melodies, percussive grooves, and ambient soundscapes.

- engineered sound synthesis engine in Max/MSP
- created product demo album, cover art, and product video

Snowchime - Released on the App Store, December 12, 2013

Seasonal sound toy.

- UI/UX programming including procedural drawing; promotional media

Color Chime - Released on the App Store, August 18, 2014

Visual music sequencer toy.

- UI/UX programming including custom radial menu and radial detection zone design

Cycling '74

September - November 2012

Freelance writer

Published article on company website about *The Neutral Zone*, a unique teen center in Ann Arbor, Michigan that provides young people with myriad opportunities.

sinecube.com

April 2002 - present

Software engineering, graphic design, sound design, music composition, marketing & media

Petri - Generative Sample Player

- app to create generative percussive sequences using user-loaded sound libraries
- features pitch, sample, and sequence randomization, filtering, inter-app connectivity, file export

Kapling - Physical Modeling Synthesizer

- Karplus-Strong algorithm used to emulate resonant bodies
- eight voices triggered by 32-step sequencer allows for quick and varied melodic creation
- features tempo-synced delay and file export

Sapling - Audio File Remixer

- remixing of four audio files featuring reverb, filtering, file export
- randomization of loop start time, size, playback speed and defined intervals produces unexpected sonic results

J & K Music Studio

2007 - present

Co-Owner, music instructor, website management, marketing & media

- highly successful private business featuring 60+ clients
- continually had a waiting list without advertising
- adaptive to teaching students of all ages and varied learning styles
- instruction in various guitar styles, music theory, composition, synthesis, improvisation

Technologies

- Objective-C
- Swift
- iOS
- Sprite Kit
- Core Graphics
- Game Center
- In-App Purchases
- Git
- SVN
- Asana
- Python
- Max/MSP
- Adobe Illustrator
- Adobe Photoshop
- Logic Pro
- Sound Studio
- Garage Band
- iMovie
- Pages
- Numbers

Education

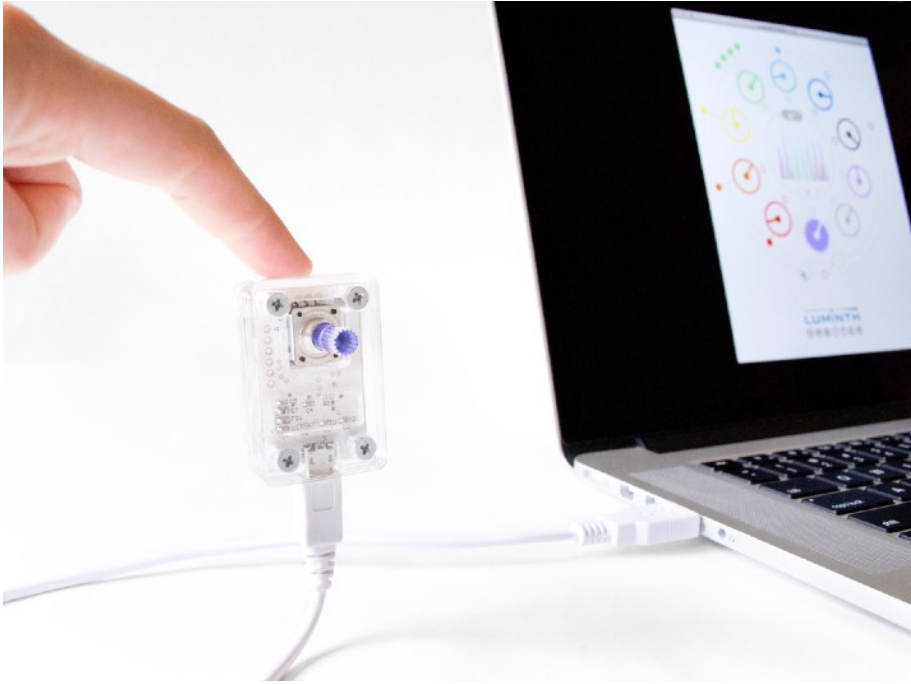
- The Ohio State University – 1994-1999
- BA in Music, focus on music theory, composition

Portfolio

NTH Music Synthesizer



Luminth



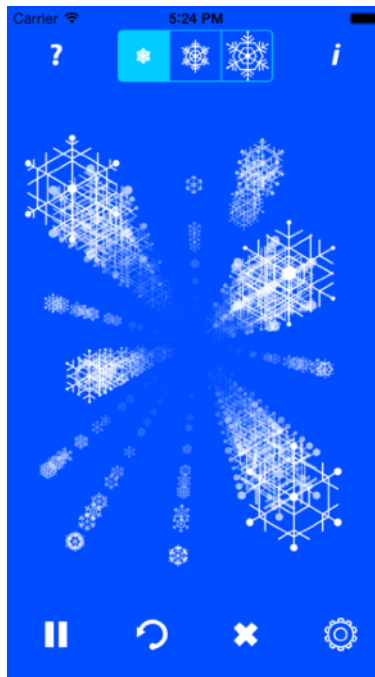
Color Chime



Droplets Holiday Edition



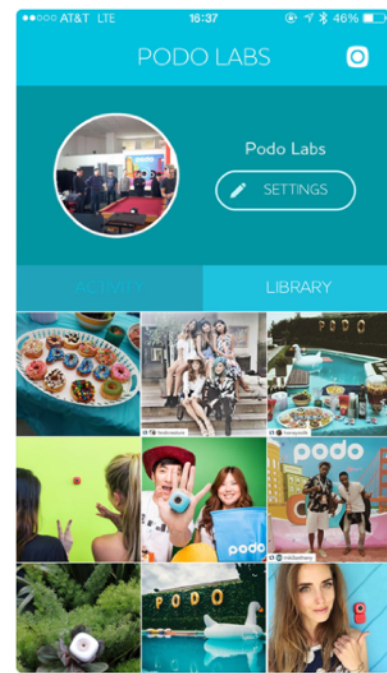
Snowchime



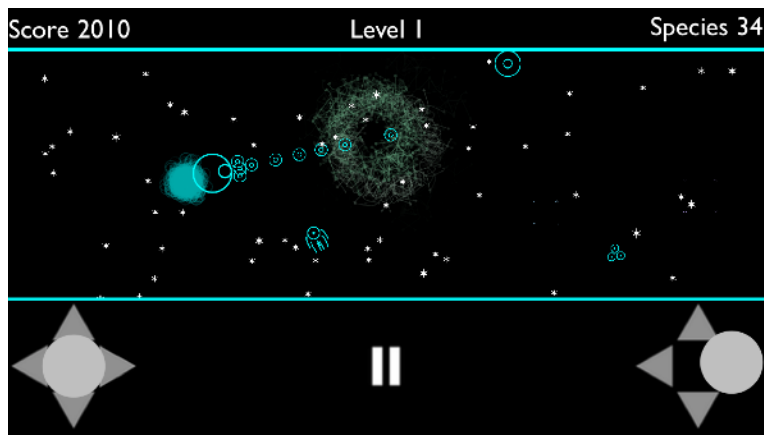
BACtrack



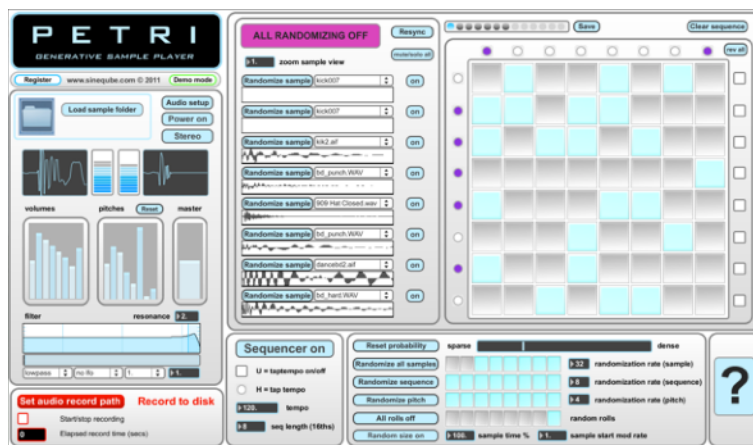
Podo



Micro Shooter



Petri



Kapling

