

Luna Comerford

Full Stack Software Engineer

Contact

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 luna.lu/linkedin

Languages

Swift 

Objective-C 

ReactJS 

HTML/CSS 

Ruby / Ruby on Rails 

Javascript / NodeJS 

Python 

Java 

Values

Authenticity

Fairness

Freedom

Fun

Openness

Interests

Blockchain

Flying

Hockey

Mindfulness

Burningman

Onewheeling

SCUBA

Snowboarding

Objective

I'm passionate about writing high-quality software. That's why I'm a proponent of test-driven development and pair programming. A recurring goal of mine is to foster great teams by building trust. I've had success in this both as a team member and a team leader. I believe that quality software and strong teams are foundational to creating amazing products and successful companies.

Experience

Reforge Senior Software Engineer

Remote, Sep 2019 - Mar 2020

Rewrote the forums using Ruby-on-Rails on the backend and ReactJS on the frontend. Used react-router to create a single page application for the forums. Improved testing practices by using factories over fixtures, granular unit tests, and configuring code coverage reports in CircleCI.

Apple Software Engineer

Cupertino CA, Jan 2017 - Aug 2019

Worked on Photos for iOS and macOS. As part of the Core UI team, helped create the UI components used throughout the Photos app. Lead the development of the new Albums tab in iOS 12. Worked on the curated "Photos" tab in iOS 13 which was featured in the keynote at WWDC.

Sigment CTO / Founder

Boulder CO, Jan 2016 - Oct 2016

Our startup went through Techstars Boulder 2016. Sigment analyzes, tracks, and improves employee sentiment. We built a Slack bot and various APIs using NodeJS. Handled planning, developing, deploying, and managing the Sigment software. As a co-founder, I was also involved in everything from user studies to meeting with investors. Check out our Demo Day pitch: (luna.lu/demoday).

Inspirato Lead iOS Developer

Denver CO, Feb 2015 - Jan 2016

Oversaw transition of development on iPhone/iPad app from 3rd party consultancy to our internal development team. Implemented development standards and practices for our iOS team, including code architecture, git workflows, development workflows, code reviews, and continuous automated deployments. Helped with hiring and training, growing to a team of four developers in one year.

ShowMobile Lead iOS Developer

Denver CO, May 2014 - Feb 2015

Handled all aspects of development of ShowMobile's iOS app. Helped implement feature parity on their Android app. Worked on a team that practiced TDD and pair programming.

Deliverss + IconPulse CTO / Founder

Boulder CO, 2010 - 2014

Co-Founded two different startups while enrolled as a student at CU Boulder. In both startups we developed an MVP and iterated on it as we met with mentors and VCs. Deliverss was built using Django/Python. The IconPulse backend and web-app were built with Ruby-on-Rails; the iPhone app was built with Objective-C.

Education

Computer Science 2009 - 2014

The University of Colorado, Boulder
College of Engineering & Applied Science

Biochemistry 2009 - 2014

The University of Colorado, Boulder
College of Arts & Sciences