

Jake Petroules

Developer since 2003, Entrepreneur since 2011

EXPERIENCE

Apple Inc. February 2018 — Present
Software Engineer • Cupertino, CA

- Working on the new Xcode build system (including the Open Source project *llbuild*) in the Developer Tools team

The Qt Company September 2015 — February 2018
Software Engineer, Consulting Services • Santa Clara, CA

- Consult with customers to provide engineering advice and assistance via staff augmentation for various products using Qt; assist with sales engineering duties
- Work with R&D teams in Berlin and Oslo to develop, enhance, and maintain the core product the core Qt product, a C++ software development framework
- Lead maintainership of Apple (macOS, iOS, tvOS, watchOS) build system support across the entire product line as well as the Apple watchOS port of Qt itself
- Key developer and de-facto product manager of **Qbs**, a new tool advancing the state of the art in software build automation; gave two public presentations

Fleksy, Inc. October 2014 — July 2015
Software Engineer • San Francisco, CA

- Developed support for Korean language keyboard input using C++
- Administered CI and testing for iOS and Android using Jenkins, AWS, Xcode, Gradle, Python, qbs, shell scripts and makefiles

Petroules Corporation February 2011 — February 2015
Co-founder / CTO • Various Locations

- Co-designed and developed security/cryptography software (**Silverlock**) for macOS using C++, Objective-C, Cocoa, and AES encryption; the product achieved over 40,000 downloads on the Mac App Store alone
- Developed e-commerce website using Ruby on Rails and PostgreSQL

OPEN SOURCE

Very active in the open source community; maintain several packages on the [Homebrew](#), [MacPorts](#), and [Chocolatey](#) package managers. Most notable roles include:

Qt Project December 2012 — February 2018
Developer / Maintainer

- **Contribute** bug fixes to and develop major new features for the Qbs build tool, a research project advancing the state of the art in software build automation
- **Contribute** bug fixes and features to core Qt libraries/modules
- Promoted to Approver, granting authority to approve/reject patches (May 2014)
- Promoted to Maintainer (of Apple build systems, watchOS platform) (Sept. 2016)

Sparkle Project June 2014 — Present
Co-founder / Co-maintainer

- Co-founded the Sparkle Project ([sparkle-project.org](#)) to oversee development of Sparkle, the de facto standard library for software updates on macOS

CONTACT

☎ +1 (970) 587-3821

✉ jake.petroules@petroules.com

🌐 www.jakepetroules.com

in [linkedin.com/in/jakepetroules](https://www.linkedin.com/in/jakepetroules)

🐙 github.com/jakepetroules

SPECIALTIES

- C, C++, Objective-C, Swift
- macOS, iOS, Cocoa, Xcode
- Build & release automation, cross-platform, qbs, Qt, QML, security & cryptography

OTHER SKILLS

- Bash, C#, CSS, HTML, Java, JavaScript, Python, Ruby, SASS/SCSS, SQL (MSSQL, MySQL), TypeScript
- Windows, Linux, Android, QNX
- ASP.NET, Cocoa, **DirectX/XNA**, .NET, Win32
- Apache, CMake, Gerrit, Git, IIS, ORM (NHibernate), relational database design & normalization, user interface, unit testing, web design & development

EDUCATION

MIT ESP - HSSP abt. 2006 — abt. 2007

Massachusetts Institute of Technology • Cambridge, MA

Coursework: various courses primarily in computer science, as well as mathematics, linguistics, chemistry and physics

Stanford EPGY abt. 2008

Stanford University • Online

Coursework: Introduction to C Programming, Programming in C - Algorithms and Techniques, Compound Data Types and Advanced Topics in C, Introduction to Java

Applied Computer Science Sept. 2009 — May 2012
Keene State College • Keene, NH

Coursework: Mobile Computer Programming, Data Structures, Database Management, Computer Architecture, Survey of Programming Languages, Internet Programming, C++ Programming, Apple Development (Xcode & Objective-C), Software Engineering, Network Security & Forensics