Jim Truher

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I'm a growth-mindset developer with managerial chops and a strong eye for product design. I'm a net force for good regardless of role or responsibilities.

July 2025 - Nov 2026
Quantum Metric - Senior Software Engineer
On the iOS Native Capture team, I rebuilt our crash reporting framework, handled incoming support requests, and assisted adoption of test-supported AI-technologies, dropping our support turnaround time from weeks to days.

April 2021 - July 2025
Dexcom, Inc. - Senior Software Engineer
Developed Stelo, Dexcom's first type-2 product. Participated in both UX- and technical-design reviews, and pushed for company-wide code quality initiatives.

Sept 2020 - Jan 2021
KNOWiNK, LLC - Senior iOS Engineer
Drove improvement initiatives, focusing primarily on a design overhaul and developer quality-of-life architecture improvements.

Jan 2017 - Feb 2020
Mobile Team Manager - HPE / Aruba Networks
Transitioned from engineering to management, applying mature processes to an existing cross-platform mobile team to ensure higher-quality, more frequent, more reliable releases. Specific ownership included an SDK and a white-label app on both iOS and Android, as well as two iOS-only deployment tools. Drove research and product planning efforts, including design and implementation.

Jan 2015 - Dec 2016
Senior Software Engineer - Aruba Networks
Spearheaded full-stack resuscitation of a non-functional analytics platform, leading product design, feature design, architecture, and implementation. Analytics, once revived, rapidly became a front-of-mind feature for the entire customer base.

Oct 2011 - July 2014
Software Developer - plasq, LLC
Maintained a suite of Mac and iOS comic book creation apps, contributing to all levels of the software lifecycle, from design and planning to implementation through testing and support for plasq's four primary products.

Jan 2010 - Present
Owner, Most Significant Bit - Half-Bit Software
Built, shipped, and maintained multiple published apps, including a dungeon crawler, a rising block puzzler, a wallpaper generator, an iOS music player, and a comic book reader.

July 2010 - Sept 2011
Software Engineer - WeoGeo
Improved and refined tools used for an internal map tiling solution. Maintained and improved both frontend and backend codebases, including new feature development based on market and product needs.

Oct 2006 - July 2010
Software Engineer - Lumeno.us
Designed and implemented a financial data aggregation and analytics platform. Specific use cases included financial analysis, with the intent of providing best-practices based on spending trends amongst business peers.

Education
BS, CS
Pacific University
2002-2006

Skills & Talents
Swift
Objective-C
Ruby/Rails
Python
Agile Processes
AI Tooling

Personal Site

Published Apps
Myoosic
An Album-centric Music Player

Panic Attack
Tetris Attack remake

Wall-o-Matic
Wallpaper generator

The Dungeon
Classic Roguelike RPG