

Jonathan Deutsch

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PROFILE

I'm presently happy/not seeking new opportunities. I'm creative, entrepreneurial, and determined. I have a passion for building user-level applications from the ground up and breaking problems from the top down.

EXPERIENCE

Founder and CEO - Tumult Inc. San Francisco, CA 2011 - Present

Tumult is building the next generation of web design apps for creative pros. As founder, there are no limits to my roles: architect, lead developer, UI & UX designer, engineering/project/support manager, salesman, technical writer, recruiter, and even a cheerleader. We launched our first product, Hype, in six months and have become highly profitable.

Engineering Manager - Core Mail.app for Mac OS X, Apple Inc. Cupertino, CA 2010

My team made the best version Mail, the second most popular application on Mac OS X. For 10.7 (Lion), we developed the backend components for the conversations view, multiple flags feature, Exchange 2010 support, unified account setup, crafted a new persistence layer, and made other foundational changes to the codebase. I also worked cross-functionally to adopt new Lion features, led the effort to automate Mail performance testing, hired talent into the group, and handled status communication.

Engineering Manager - Low Level Update Integration, Apple Inc. Cupertino, CA 2006 - 2010

I led eight engineers to ensure the underpinnings of Mac OS X updates were in great shape before shipping to millions of users. I identified and hired top talent into the group directly responsible for risk analysis, bug triage, and integration-level test development. I constantly drove my team to invent new ways of reducing size and improving the quality of delivered updates. Our tools and processes were used company-wide and set the standard for effective automation.

Software Engineer - Low Level Update Integration, Apple Inc. Cupertino, CA 2004 - 2006

I wrote tests, tools, and Cocoa applications to improve updates to Mac OS X. I quickly produced thought-provoking prototypes with unique and usable interfaces. I was the go-to person for special projects and often loaned for work as an EPM, helped other teams in engineering pinches, and was called upon to develop/manage demos for keynotes. I took an active leadership role on the team, mentoring interns and helping with recruiting efforts.

EDUCATION

Y Combinator, Mountain View, CA – Startup Accelerator; Winter 2011

Purdue University, West Lafayette, IN – B.S. Computer Science with Asian Studies Minor, 2004

RESEARCH & IP

Grouping Email Messages into Conversations – USTPO# 20120185797 (pat. pending)

Mixed-Reality Tabletop (MRT) – <http://wiki.cs.purdue.edu/cgylab/doku.php?id=projects:mrt>

A Low-Cost Teleconferencing Framework for Mixed-Reality Applications. D. Bekins, S. Yost, M. Garrett, J. Deutsch, W. Htay, D. Xu, D. Aliaga, IEEE Virtual Reality, short paper, 2006.

SOFTWARE

Tumult Hype – <http://tumult.com/hype/>

Think "Flash-Killer." Tumult Hype is the award-winning HTML5 creation app for Mac OS X. Animated and interactive content made with it works on desktops, smartphones and iPads. No coding required.

Tumult HyperEdit – <http://tumult.com/hyperedit/>

HyperEdit is an HTML and PHP editor for Mac OS X. It utilizes WebKit to show a live preview as code is written and validates pages according to W3C standards on the fly.

SKILLS

Development: Objective-C/Cocoa, C, JavaScript, HTML5, CSS3, PHP, Python, SQL, Java

Expertise: Mac OS X Internals, Web Animation, UI, Automation, Rapid Prototyping, Accessibility

Applications: Xcode, Interface Builder, Photoshop, Final Cut Pro, Painter, iWork, Office

INTERESTS

Programming, Kendo, Tennis, Drawing, Chinese Calligraphy, Poker, Perpetually Learning Guitar