

Derek Lyons

hello@dereklyons.net
http://dereklyons.net
Berkeley, CA

About Me

I am a seasoned and creative iOS/games developer with deep expertise in software engineering and cognitive science. My background includes leading engineering for an iOS games studio with 80k daily active players, original research in A.I. and machine learning, and a Ph.D. in cognitive developmental psychology. I am a fast builder, an enthusiastic collaborator, and passionate about crafting great products.

Technical Skills

- 3.5 years of commercial iOS development expertise with multiple shipped games and apps.
- Fluent in Objective-C and C++; significant prior work in Java and Javascript; experience with Rails & OpenGL.
- Skilled at architecting modular, reliable code, with a knack for tenacious testing, debugging, and optimization.

Professional Experience

Lead iOS Developer, Motion Math Games San Francisco, CA (Jan. 2012-present)

- Primary code architect and lead engineer for Motion Math's award winning suite of iOS learning games, with three million App Store downloads to date.
- Titles include Wings (2012, Parents' Choice Silver Honor winner), Questimate! (2013, Apple New & Noteworthy, Children's Technology Review Editor's Choice), and Match (releasing September 2013).

Independent iOS Developer Irvine, CA (2010-2011)

- Developer and designer of Notably, an iPad writing app with automatic Dropbox sync.
- Originally released with the launch of the first iPad in 2010, Notably remained a popular choice in the competitive writing category for nearly 18 months.

Lead Developer & Project Scientist, University of California Irvine Irvine, CA (2009-2011)

- Project leader for Karunatree: a National Science Foundation-sponsored, Rails-based web game designed to promote environmental literacy in children.
- Managed a diverse group of developers, artists, and teachers to bring Karunatree to life, delivering on NSF goals and receiving recognition from the Start! Foundation for innovation in educational technology design.

Visiting Professor, Reed College Portland, OR (2008-2009)

- Teaching topics include object-oriented programming and animal models for AI architecture.

Education

2008	Ph.D.	Yale University	Cognitive Developmental Psychology
2004	S.M.	MIT Media Lab	Media Arts & Sciences (A.I. focus)
2002	M.Sc.	University of Oxford	Information Engineering
2000	B.A.	Reed College	Chemistry

Honors & Awards

2000 Rhodes Scholar
2004 National Science Foundation Graduate Research Fellow
2002 National Defense Science & Engineering Graduate Fellow
1998 Goldwater Scholar
1996 Reed College Presidential Scholar