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Sample Schedule

iOS Developer

Day One • December 11

- 9:00-10:30am Workshop • [Rules to Swift By](#)
- 1:30-3:00pm Workshop • [GPU Computation and Rendering with Metal on iOS](#)
- 3:30-5:00pm Workshop • [Introduction to ARM64 Assembly](#)

Day Two • December 12

- 9:00a-12:15pm Morning Keynotes and Talks
[Opening Keynote - Skip Potter, Capital One](#)
[Open Source Project Stewardship - Mattt Thompson](#)
[How to Build a Hot Mobile Product Team - Kelly Hoey](#)
[Panel: Women in Mobile Development - Kelly Hoey](#)
[How Open Data is Driving Our Future - Thomas Sanchez](#)
[Panel: Digital Advertising for the Modern Era](#)
- 1:15-2:15pm Session • [Connecting iOS Devices to Open Source Hardware with BLE](#)
- 2:15-2:45pm Session • [Continuous Integration Through Bots](#)
- 3:00-4:00pm Session • [Getting the Most Out of Interface Builder in iOS8 and XCode 6](#)
- 4:00-4:30pm Session • [Getting Current with Mobile App Development Best Practices](#)
- 4:30-5:00pm Keynote • [Why Velocity is the Killer App at Netflix - Andy Glover](#)