

## SKILLS & TOOLS

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- **Languages:** Swift (2-5), Objective-C, bsh/zsh, and some JavaScript, Ruby, Java, HTML & CSS
- **Frameworks:** AWS, Firebase, Crashlytics, NewRelic, SwiftLint, SwipeCellKit, SnapshotTesting, Fastlane, Alamofire/AFNetworking, Kingfisher, SVProgressHUD, Nimble, Quick, Salesforce/ExactTarget, and more
- **Apps & other tools:** Xcode, AppStore Connect, Jira, Trello, Bitrise, Jenkins, LaunchDarkly, inVision, Paw, Kaleidoscope, Reflector, Reveal, RingCentral (Zoom), Slack, Git, Tower, and Sketch

## EXPERIENCE

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### **O'Reilly Media, Inc., iOS Engineer, 2018 - 2020**

iOS developer on the [O'Reilly/Safari Queue app](#), which featured a platform search, book reader, video player, live online training portal, playlists, and events portal, for subscribers.

- Implemented and supported core app features including content playback, playlist sharing and management, content downloading, user permissions, and more
- Worked with the microservices teams to consume and correctly report usage, and authenticate users
- Participated in code reviews, design and architecture discussions, feature work specifications and planning, along with Agile ceremonies such as standups, sprint planning, retrospectives, and backlog grooming
- Helped convert the app from Objective-C to 100% Swift
- Drove quality standards initiatives; implemented SwiftLint, asset catalogs, and universal app links; maintained the release calendar and acted as release manager

### **ManyHands, Founder and Principal Developer, 2018 - present**

Created and worked on all aspects of [Potluck](#) - an app that allows users to coordinate potlucks and group dinners.

- Created project specifications, epics and user stories
- Designed wireframes and user flows in Sketch, and wrote technical and architecture documentation
- Implemented Firebase for authentication, database, server functions, analytics, and dynamic links
- Developed the app in Swift 4, focusing on dependency injection, protocol-oriented programming, testability, and clean architecture patterns

### **Mobiquity, Inc., iOS Developer, 2016 - 2018**

Lead feature developer on the iOS platform team for an [enterprise retail app](#) in Objective-C. Included customer reward tracking, mobile ordering, messaging, loyalty program integration, and in-app payments.

- Implemented new features and improvements, provided support, and deployed to the App Store
- Refactored data and network managers for testing, implemented unit and UI testing framework, continuous integration with Jenkins, Fastlane integration
- Formalized and documented deployment processes, unit testing, and onboarding for new developers
- Worked with client developers, PMs, UX, QA, server, web, and Android teams
- Core contributor on an employee reward app in Swift 3
- Integrated Google Sign-In and authentication, AWS server integration and Cognito authentication
- Worked with an AWS server team to design, document and build an API for the app
- Participated in sprint planning, project management, code review and project architecture

## SIDE PROJECTS & COMMUNITY INVOLVEMENT

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**HowMuchTrip:** A budget-centric travel planning app written in Swift 2  
**Founder,** Orlando Girl Geeks, 2013-2015

## EDUCATION

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**The Iron Yard,** Orlando, FL, *Intensive iOS Development Course with Swift and Objective-C*

**Rollins College,** Winter Park, FL, *Computer Science*

**University of Central Florida,** Orlando, FL, *English and Sociology*