

## SKILLS & TOOLS

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

## EXPERIENCE

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### **Mahana Therapeutics, Senior iOS Engineer, 2021-present**

Mahana provides FDA-approved, prescription-only therapies for treating chronic conditions with CBT (cognitive behavioral therapy).

- Contributed to the core and research apps using RxSwift, Combine, Swinject, SwiftUI, Snapkit, GraphQL with Apollo, SPM, MVVM-C

### **Citizens Financial Group, Senior iOS Engineer, Vice-President, 2021**

Senior iOS developer on the [Citizens Bank](#) app, a mobile banking app that allows users to manage accounts, transfer money, pay bills, and deposit checks.

- Member of the pod responsible for credit cards and mobile deposits, as well as working on core app updates and maintenance
- Led mobile engineers in turning business requirements and designs for new features into stories, scheduling the work, and passing time line up to the owner
- Worked with the other pods and release manager to provide release candidates on a biweekly schedule
- Collaborated with other platforms and server team in establishing new apis for new features, and implemented them within the app
- Worked with other iOS engineers within the company to update the app with MVVM architecture, modernize design styles, and implement linting

### **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 - 2021**

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*