Gagan Singh

iOS Engineer
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iOS Developer with 9+ years experience developing and shipping B2B/D2C apps across a variety of industries. Approaches every stage of development with detailed focus on UI, bringing business ideas to life as intuitive products that delight end users. Effectively collaborates with cross-functional teams and enjoys communicating technical ideas to non-technical stakeholders. Proactively embraces opportunities to learn new technologies and mentor team members. Praised for addressing abstract business problems with nimble solutions, especially outside of strict iOS development scope. Easy-going, respectful, and sometimes funny.

Primary	Swift, Objective-C
Architecture	MVVM, MVC, OOP, Protocol-Oriented, The Composable Architecture
Familiar	Bash, Python, Java, Typescript, Javascript
Frameworks	Foundation, UIKit, SwiftUI, Combine, StoreKit, AVFoundation, AVKit, Core Graphics, Core Animation, Core Data, Realm, WatchKit, SwiftGen, PromiseKit, Kingfisher, Starscream, LifetimeTracker
Tools	Xcode, Visual Studio Code, Git, Charles, ProxyMan, PostMan, Firebase, MixPanel, Sentry, Jenkins
Graphics	Sketch, Zeplin, Figma, Photoshop, LightRoom, Illustrator, InDesign
Audio	Logic Pro, Ableton Live, Reason, 5-6 years experience of in studio and on set audio recording
Video	Adobe Premiere, After Effects

Demi
Senior iOS Engineer

10/21 → Present

Early-phase startup with iOS chat app that connects community of subscribers to niche professionals within the food & beverage industry

• Overhauled original prototype app by modularizing project into multiple Swift packages (utilities, views, networking/services, models, routing) to deliver virtually bug-free version for 1000+ users in under one month
• Focused heavily on UI, leveraging UIKit with some SwiftUI and solved unique UI problems - e.g. smooth, historical infinite scroll using UICollectionView
• Utilized Apple's Combine Framework to embrace more functional coding standard, wrapping existing asynchronous calls to reduce state wherever possible
• Incepted and developed end-to-end solution for universal deferred deep linking, while guiding backend changes
• Guided design team to adjust app designs using Apple's Human Interface Guidelines
• Collaborated extensively with cross-functional stakeholders to understand business needs, offer potential solutions, and develop features
• Documented detailed technical specs for backend team after exploring Node + TypeScript backend
• Created rudimentary proofs of concept in TypeScript
• Developed user-friendly bash scripts to automate/integrate "swiftformat" and install missing dependencies
• Wrote in-depth code reviews with suggestions for improvements and detailed pull requests illustrated with gifs, screenshots, and guided commentary
• Animated and edited videos in Premiere Pro and After Effects to illustrate technological concepts and resulting business benefits for nontechnical stakeholders
• Created various screens (e.g. photo gallery grid) with on-demand, asynchronous loading

Resy, American Express Global Dining Network
Senior iOS Engineer

11/19 → 10/21

Online restaurant-reservation platform with iPad app for restaurants (ResyOS) and iPhone app for diners (Resy)

• Assisted design team creating style guide by configuring prototypes in Sketch matching the in-app palette to improve design/engineering workflows and speed up UI development
• Prevented churn of VIP client by finding/correcting retain cycle bug that had eluded all other team members
• Developed Occupancy Monitor (in-app tool that allows restaurants comply with reduced capacity laws) in quick response to COVID-19 capacity mandates
• Took initiative (outside scope of assigned work) to organize/lead team to address/update severely outdated notification panel
• Created internal UI framework/standardized re-usable visual components/best practices for their use, with developer facing "showcases" implemented in Swift Playgrounds to reduce bugs and improve team efficiency
• Collaborated with backend teams on data architecture, API design and to integrate updated auth system
• Developed new messaging UI for ResyOS
• Worked on localization and ADA compliance tasks
• Participated and debated technical concepts and ideas in code reviews
• Produced gifs, screenshots, and videos of works in progress to improve collaborative team decision-making
• Received praise for design/clarity/delivery of presentations and ability to disseminate complex information in fun and approachable manner
• Recognized by colleagues via Kudos && Service Awards for taking initiative on collaborative projects and awarded multiple Blue Points by colleagues for acts of service (e.g. creating/sharing short-form video to help navigate complex internal system)
• Mentored and taught coding skills to minority students as volunteer with *AllStarCode* program

9mmedia, PumpOne, Anytime Fitness

iOS Developer

Anytime Fitness
10/15 → 4/19
PumpOne
12/14 → 12/15
9mmedia
7/13 - 12/14

Software development firm contracted by PumpOne to build FitnessBuilder, an iOS app providing complete, customized fitness programs for trainers and their clients.

PumpOne acquired 9mmedia in 2015 and was subsequently acquired by Anytime Fitness in 2016.

• Co-developed FitnessBuilder (on two-person team), which was recognized on Apple App Store homepage October 2014 under Best New Apps
• Developed majority of FitnessBuilder Apple Watch app using simulator only, as part of Apple Watch's inaugural release
• Attended top-secret development sprints for finalists at Apple HQ to utilize Apple Watch prototypes alongside the core Apple Watch team, in preparation to be potential participants in Apple's keynote address
• Learned/utilized Swift shortly after its release, integrating it with existing Objective-C codebase
• Recommended video compression solution which resulted in reducing 1K+ video files size by 50%, while retaining video quality, decreasing bandwidth, and increasing video download speeds
• Adapted iPhone version of FitnessBuilder app for iPad

University at Buffalo

Bachelor of Science, Computer Science

Graduated 5/13

• Coursework included: Data Structures, Algorithms, Statistics, Image Processing, Network Programming, Hardware Design, and OOP Java