Steven Brunwasser

http://brun.ws   steve@brun.ws   (845) 282-0626   900 Folsom St Apt 648, San Francisco, CA 94107

Experience

DoorDash   San Francisco, CA
iOS Software Engineer   March 2017 – October 2017
› Developed techniques to incorporate unidirectional dataflow architectures into the traditional iOS app architecture to improve testing, maintenance, and code reuse.
› Educated iOS developers about software design patterns, antipatterns, and functional programming to help them proactively spot code smells and preemptively develop solutions.
› Extracted duplicate functionality into shared, unit tested frameworks to maximize reliability while minimizing the code's overall surface area.

Google   Mountain View, CA
iOS Hands Free Software Engineer   January 2016 – March 2017
› Implemented frontend and backend features for the Hands Free app on iOS.
› Refactored out singletons in favor of dependency injection to better facilitate testing.
› Introduced reactive programming tools, such as event streams, into the code base to more directly indicate how components react to each other. This also allowed for more straight-forward unit testing, as it reduced the need for mock objects and notifications.

Apple   Cupertino, CA
iOS Contacts Software Engineer   January 2015 – December 2015
› Implemented features and bug fixes in the Contacts app for iOS 9, as well as the new Contacts framework.

iOS Spotlight Search and CloudKit Intern   June 2014 – December 2014
› Contributed to bug fixes in Spotlight Search, Springboard, and UIKit for iOS 9.
› Created performance testing infrastructure for the new CloudKit in iOS 8.

UIKit Intern   June 2013 – August 2013
› Developed a proof-of-concept debugging tool to visualize and inspect an iOS app's view hierarchy in real time.
› Leveraged Objective-C metaprogramming to implement boilerplate code at runtime, which more easily facilitated the view debugging tool.

UIKit Intern   June 2012 – August 2012
› Created a proof-of-concept testing infrastructure to detect animation regressions with device rotation and other view transitions.

Education

Rochester Institute of Technology   Rochester, NY
Bachelor of Science in Computer Science   May 2014

Knowledge

C ◦ C++ ◦ Objective-C ◦ Swift ◦ C# ◦ Go ◦ Haskell ◦ SML ◦ F# ◦ Ruby ◦ Python ◦ JavaScript ◦ MIPS Assembly

Functional Programming ◦ Unidirectional Dataflow ◦ Reactive Programming ◦ Functional Optics ◦ Programming Language Theory

American Sign Language (upper intermediate) ◦ German (elementary) ◦ Linguistics