

ARTHUR ARIEL SABINTSEV

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Work Experience

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| Senior Manager, Software Engineering, Capital One | 2018-Pres. |
| <ul style="list-style-type: none">• Oversaw 5 Android & iOS product and platform teams, managing multiple tiers of engineering managers, and mobile engineers of all levels• Accountable engineer lead for Mobile Payments experiences, Growth initiatives, and Mobile Platform resiliency• Notable features under my purview included One Time Payments, AutoPay, Payment History, Capital One Shopping, Card-Linked Offers, Credit Line Increases, Pre-Approvals, etc. | |
| Lead iOS Developer, The Washington Post | 2015-2018 |
| <ul style="list-style-type: none">• Led the SaaS platform (Arc XP) on the Mobile side, architecting the white-label SDK and app that powered 60+ world-renowned iOS news apps<ul style="list-style-type: none">◦ Examples: Boston Globe, Chicago Tribune, LA Times, NY Post, etc.• Co-contributor to all Washington Post apps• Created Floppy Candidate mobile game for the 2016 election | |
| Lead Mobile Architect, ID.me | 2013-2015 |
| <ul style="list-style-type: none">• Created and maintained multiple SDKs around driver's license scanning | |
| Senior iOS Engineer, Shelby.tv | 2012-2013 |
| <ul style="list-style-type: none">• Created and maintained multiple iOS video apps | |
| Senior iOS Engineer, Fueled | 2011-2012 |
| <ul style="list-style-type: none">• Developed apps for Bulova, Ducati, Macy's, Porsche, etc | |

Advisory Roles to Blockchain Companies

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| Bondex | 2021-Pres. |
| <ul style="list-style-type: none">• Acting as VP of Engineering, building out their US-based engineering team, and fleshing out their product while they raise their seed round. | |
| Pocket Network | 2018-2019 |
| <ul style="list-style-type: none">• Advised the executive team on how to build scalable open source solutions. I also assisted in building out some of their mobile SDKs. | |

Personal Ventures

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| CEO, The iOS Consultant, LLC | 2012-Pres. |
| <ul style="list-style-type: none">• Own and operate a mobile app advisory and consultancy business• Assist companies of all sizes with iOS App Store policy issues | |

Open Source Contributions

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|---|-----------|
| Contributor, Swift Programming Language for Apple | 2017-Pres |
| <ul style="list-style-type: none">• My library, Guitar, is used by Apple when testing source compatibility for new versions of the Swift Programming Language• Multiple code contributions to Apple's Swift and Corelibs-XCTest repositories | |
| Open Source Developer, Github | 2012-Pres |
| <ul style="list-style-type: none">• 10,400+ stars and 900+ forks on my open source repositories on Github• My iOS frameworks have been downloaded over 5 million times | |

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Community Enrichment

Course Instructor, [General Assembly](#)

Occasionally taught part-time iOS app development courses

2013-2017
Washington, DC

Course Instructor, [Betamore](#)

Occasionally taught introductory classes on mobile development

2016-2017
Baltimore, MD

Technical Reviewer, [Packt Publishing](#)

Review books on Swift language development and iOS app development

2016-2017
Baltimore, MD

Education

Experimental Nuclear and Particle Physics, *Master of Science*

George Washington University, Washington, DC

- Enrolled as Ph.D. Candidate with Full-Ride Scholarship
- Left program upon receiving M.Sc. to pursue software engineering career
- Teacher Assistant and Research Assistant

2008-2011
Washington, DC

Biological Physics, *Bachelor of Science*

George Washington University, Washington, DC

2004-2008
Washington, DC