ARTHUR ARIEL SABINTSEV

arthur@sabintsev.com | Blog | GitHub | LinkedIn | Twitter | Website

Skills

People Manager • Product Manager • Senior Manager • Team Lead • Tech Lead • Mobile Architect • Open Source Engineer • iOS Engineer • Platform Engineer • Technical Interviewer • Conference Speaker • Mobile Payments • Swift • Objective-C • SwiftUI • Combine • JavaScript • Ruby • CocoaPods • Swift Package Manager • Fastlane • Jira

Work Experience

Senior Engineering Manager, Mobile Payments Team Lead, Capital One 12/2020-Present

McLean, VA

- Currently manage 10 Android/iOS engineers and managers
- Currently mentor 5 Android/iOS engineers
- Accountable engineer lead for credit card payment features on Android/iOS
- Architecting Rx-inspired refactor of the Payments features
- Lead Behavioral Interviewer for all Capital One's mobile teams
- More to come as I am new to this role.

Senior Engineering Manager, iOS Platform Tech Lead, Capital One

12/2019-12/2020

McLean, VA

- Managed 4 iOS engineers (junior and senior)
- Reduced average iOS App size from 470 MB to 170 MB.
- Reduced average iOS launch time from 13 sec. to 3 sec.
- Led effort to convert over 800 files from Objective-C to Swift
- Led effort to upgrade dozens of our UIWebViews to WKWebViews
- POC engineer in the to sign off on multiple App Store releases
- Led multiple efforts from the platform-product side to:
 - Build tooling to code own 3000+ unowned files
 - Build github triggers to auto-deploy beta & ad-hoc builds
 - Build a dashboard to monitor our APIs in our sandbox environments
 - Build tooling to track app size drift across pull requests
 - Remove dozens of dead/orphaned features

Senior Engineering Manager, iOS Payments Tech Lead, Capital One

08/2018-12/2019

McLean, VA

- Managed 5 iOS engineers (junior and senior)
- Enhanced Card AutoPay feature flow
- Added new instant credit-limit increase upon credit card payment feature
- Led architecture to integrate new small business card into payments flow
- Led team to reach 100% VoiceOver support for Payments features
- Led development of new micro-experience APIs

Lead iOS Developer, The Washington Post

2015-2018

Managed and mentored 7 iOS engineers (junior and senior)

Washington, DC

- Led the SaaS Initiative (Arc Publishing) on the Mobile side
- Architected the white-label SDK and app that powers 60+ iOS news apps
 - Examples: Boston Globe, Chicago Tribune, LA Times, NY Post, etc.
 - Aftwards, many of these apps were featured on the App Store
- Co-contributor to all Washington Post apps
- Created Floppy Candidate mobile game for the 2016 election
 - App featured on the App Store many times during election season

Lead Mobile Architect, ID.me

2013-2015

Created and maintained multiple POC SDKs around driver's license

McLean, VA

Traveled with CEO to pitch investors (e.g., Overstock, Seguoia Capital, USAA)

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Senior iOS Engineer, Shelby.tv

2012-2013 Manhattan, NY

Created and maintained multiple iOS video apps

Created and maintained multiple 100 video apps
 Created novel iOS video playback and caching technologies

Senior iOS Engineer, Fueled

2011-2012

Developed and maintained apps for multiple startups and fashion companies

Manhattan, NY

- Examples: Bulova, Ducati, Gayot, Macy's, Porsche, etc.

Personal Ventures

CEO, The iOS Consultant, LLC

2012-Present

- Own and operate a mobile app advisory and consultancy business

Baltimore, MD

- Assist seed-stage startups in getting their MVP app launched to the public

Open Source Contributions

Contributor, Swift Programming Language for Apple

2017-Pres

- My open source library, Guitar, is <u>used by Apple when testing source compatibility</u> for new versions of the Swift Programing Language
- Multiple code contributions to Apple's <u>Swift</u> and <u>Corelibs-XCTest</u> repositories

Open Source Developer, Github

2012-Pres

- 10,000+ stars and 800+ forks on my open source repositories on Github
- My iOS frameworks have been downloaded over 4 million times via CocoaPods

Community Enrichment

Course Instructor, General Assembly
Occasionally taught part-time iOS app development courses

2013-2017 Washington DC

Course Instructor, Betamore 2016-2017

Occasionally taught introductory classes on mobile development

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

2008-2011

George Washington University, Washington, DC

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

Biological Physics, Bachelor of Science

2004-2008

George Washington University, Washington, DC

Washington DC