ARTHUR ARIEL SABINTSEV

arthur@sabintsev.com • github.com/ArtSabintsev

Work Experience

12/2020-Present Senior Engineering Manager, Mobile Payments Team Lead, Capital One Accountable engineering lead for all mobile payments on Android/iOS McLean, VA Managing multiple Android/iOS teams and other managers/people-leaders Oversaw 20 features, including One Time Payment, AutoPay, Resiliency, etc. 12/2019-12/2020 Senior Engineering Manager, iOS Platform Tech Lead, Capital One McLean, VA Managed multiple teams, people leaders, and engineers. 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 • 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 o Build a dashboard to monitor our APIs in our sandbox environments o 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 Managed multiple iOS engineers and people managers McLean, VA Enhanced AutoPav feature flow • Led architecture to integrate new small business card into payments flow • Led team to reach 100% VoiceOver support for Payments features • Oversaw feature that instantly updates credit-limit increase upon payment • Oversaw development of new micro-experience APIs Lead iOS Developer, The Washington Post 2015-2018 Washington, DC Managed and mentored 7 iOS engineers (junior and senior) • 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 2013-2015 Lead Mobile Architect, ID.me Created and maintained multiple SDKs around driver's license scanning McLean, VA • Traveled with CEO to pitch investors (e.g., Seguoia Capital, USAA) Senior iOS Engineer, Shelby.tv 2012-2013 Manhattan, NY • Created and maintained multiple iOS video apps 2011-2012

Senior iOS Engineer, Fueled

• Developed and maintained apps for multiple startups and fashion companies

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

Manhattan, NY

ARTHUR ARIEL SABINTSEV

arthur@sabintsev.com • github.com/ArtSabintsev

Personal Ventures

CEO, The iOS Consultant, LLC

2012-Present Baltimore, MD

- Own and operate a mobile app advisory and consultancy business
- 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	2013-2017
Occasionally taught part-time iOS app development courses	Washington DC

Course Instructor, Betamore2016-2017
Occasionally taught introductory classes on mobile development
Baltimore, MD

Technical Reviewer, Packt PublishingReview books on Swift language development and iOS app development

2016-2017

Baltimore, MD

Skills

Swift, Objective-C, JavaScript, Ruby, CocoaPods, Swift Package Manager, Jira

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