

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 engineering lead for mobile payments 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
- 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.
 - Afterwards, 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
McLean, VA

- Created and maintained multiple POC SDKs around driver's license scanning
- Traveled with CEO to pitch investors (e.g., Overstock, Sequoia Capital, USAA)

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Senior iOS Engineer, [Shelby.tv](#)

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

2012-2013
Manhattan, NY

Senior iOS Engineer, [Fueled](#)

- Developed and maintained apps for multiple startups and fashion companies
- Examples: Bulova, Ducati, Gayot, Macy's, Porsche, etc.

2011-2012
Manhattan, NY

Personal Ventures

CEO, [The iOS Consultant, LLC](#)

- Own and operate a mobile app advisory and consultancy business
- Assist seed-stage startups in getting their MVP app launched to the public

2012-Present
Baltimore, MD

Open Source Contributions

Contributor, [Swift Programming Language for Apple](#)

- My open source 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

2017-Pres

Open Source Developer, [Github](#)

- 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

2012-Pres

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