

# Austin Dumm

## Software Engineer



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github.com/AustinDumm

## About me

Austin Dumm is a graduate of the University of Michigan College of Engineering. Focusing professionally on iOS development, Austin is a quick learner with a strong ability to communicate and a passion for developing readable, testable, extensible code.

## Languages

- Swift
- Objective-C
- PHP
- Javascript
- SQL
- Rust
- C
- C++
- Java
- Python

## Systems

- macOS
- iOS/iPadOS
- Windows
- Linux

## Tools

- Xcode
- Git
- SwiftUI
- UIKit
- CoreData
- LLDB
- Xcode Instruments
- Xcode Cloud
- Fastlane
- Postman
- XCTest

## Work History

2018–Present Software Engineer, Senior

Learning A-Z

- Research, design, and implement native iOS solutions for the Kids A-Z iOS app that fulfill business, user, and engineering needs.
- Work with a cross-functional agile team to create, test, and review well-documented, reliable, future-proof systems and solutions.
- Collaborate with designers and web developers to create and implement accessible designs and user experiences using UIKit, SwiftUI, WebKit, and SpriteKit.
- Consult throughout the engineering department, representing the Kids A-Z iOS codebase as the iOS platform lead.
- Implement, test, and provide input on accessible iOS design including support for VoiceOver and Voice Control.
- Utilize the concepts of Object Oriented, Functional, and Protocol Oriented Programming; design paradigms such as MVC, MVVM, and Clean; and frameworks and tools such as Xcode, Git, and XCTest to build extensible, reliable software.
- Maintain, support, and improve existing and legacy code.
- Introduce and lead a team plan for gradual adoption of SwiftUI and of app-wide unit testing.
- Manage app releases for both internal testing and external production releases to Apple's App Store through App Store Connect.
- Present to the engineering team and business on educational topics related to mobile development as well as project status topics.
- Mentee in the 2022 Learning A-Z Leadership Mentor Program.
- Mentor in the 2020 Learning A-Z Engineering Internship Program.

2017 Software Engineering Intern

Learning A-Z

- Collaborated with mobile and service teams to implement a real time update system.

## Education

2014–2017 B.S.E. in Computer Science

University of Michigan

## Projects

### Kids A-Z iOS Writing Product

- Research, architect, implement, and support from the ground up a new writing education product solution for the Kids A-Z iOS app.
- Integrate and design iteratively alongside product design teams with evolving design documents and expectations.
- Initiate and maintain mobile system documentation for API response structure, collaborating with fellow mobile and service engineers.

### Kids A-Z iOS Parent Mode

- Utilize UIKit to implement a responsive design for users on all iOS devices.
- Implement support for iOS features such as dark mode and accessibility VoiceOver to create an accessible, customizable user experience.
- Integrate with and improve existing API endpoints to provide parents with information about their child's reading activities and progress.

### BAD Lisp

- Exploratory lisp language interpreter written in Rust.
- Supports the functional programming paradigm including support for first-class and higher-order functions, tail recursion, and delimited continuations.
- Used to implement a pattern matching library, a lisp interpreter, and a SHA-1 hashing solution.