# Austin Dumm

## Senior Software Engineer

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## Summary

Senior iOS Software Engineer with 7+ years of experience delivering high-quality, user-focused mobile apps from concept to App Store release. Expert in Swift, SwiftUI, UIKit, and Objective-C, with strengths in accessibility, strategic app architecture, REST API design and integration, and CI/CD automation. Proven technical lead with a record of guiding agile teams to build scalable, testable, and maintainable solutions while mentoring developers and optimizing performance.

## Languages

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

## Systems

- macOS
- Windows
- iOS/iPadOS
- Linux

## Tools

- Xcode
- Xcode Instruments
- Git
- Xcode Cloud
- SwiftUI
- Fastlane
- UIKit
- Postman
- CoreData
- Swift Testing
- LLDB

## Work History

**2018-Present**   Senior Software Engineer                    Learning A-Z, Educational Technology

- iOS platform lead and developer for the Kids A-Z mobile app, architecting and implementing scalable features in Swift, SwiftUI, UIKit, and SpriteKit, supporting millions of students daily.
- Technical lead for cross-functional agile teams, delivering reliable, maintainable solutions that met user, business, and engineering needs.
- Designed and implemented accessible UI/UX, compliant with Apple and WCAG guidelines supporting VoiceOver, Dynamic Type, and Voice Control.
- Onboarded, trained, and mentored junior mobile developers, with a focus on improving onboarding efficiency and team productivity.
- Improved development methodology and documentation, increasing development velocity and improving expected integration testing effort by 80%.
- Introduced and led gradual adoption of SwiftUI and of app-wide unit testing, achieving test coverage of 75% for new features and increasing coverage overall by 20 percentage points.
- Directed releases for internal testing and App Store deployment via App Store Connect and Fastlane.
- Leveraged multiple software design paradigms including Object-Oriented Programming (OOP), MVC, MVVM, and Clean Architecture to build maintainable and extensible systems.
- Delivered technical presentations to engineering and business stakeholders on mobile development best practices and project progress.
- Selected as a mentee for the 2022 Learning A-Z Leadership Program and served as a mentor in the 2020 Engineering Internship Program.

**2017**          Software Engineering Intern             Learning A-Z, Educational Technology

- 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 In-App Purchase

- Led a cross-functional team as project Tech Lead in end-to-end architecture, planning, and implementation for In-App Purchase support.
- Consulted on and prototyped solutions for UI/UX and business constraints focusing on product purchases.
- Ensured compliance with Apple and business expectations for accounts, user data, and product requirements.

### Share-A-Tarot (iOS)

- Designed, implemented, and iterated on a daily share, "Take-a-card, leave-a-card" tarot app for iOS.
- Designed, implemented, and deployed the server and API to support the iOS app.
- Published at: https://apps.apple.com/us/app/id6747686939

### BAD Red - Text Editor (Rust)

- Exploratory command-line Text Editor written in Rust.
- Supports self-extension and self-documentation through a Lua scripting interface, multi-panel displays, UTF-8 text encoding, and regex text styling.
- Details and source code available on GitHub.