

Austin Dumm

Software Engineer



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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. An independent, self-motivated worker, Austin also excels in team environments working to ensure collaboration and productivity across multi-discipline teams. Austin enjoys working on a number of personal programming projects, many focusing on the development of programming languages, and has recently taken up the hobby of knitting.

Languages

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

Systems

- macOS
- iOS
- Windows
- Linux

Tools

- Xcode
- Git
- LLDB
- Xcode Instruments
- 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 an agile team of mobile and service developers and product designers 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 on iOS using Apple's frameworks including UIKit, WebKit and SpriteKit.
- Investigate, assess, and discuss modern development techniques.
- Utilize the concepts of Object Oriented, Functional, and Protocol Oriented Programming; design patterns such as MVC, MVVM, delegation, and others; and frameworks and tools such as Xcode, Git, and XCTest to build extensible, reliable software.
- Maintain and troubleshoot existing and legacy code.
- Leverage general mobile and Kids A-Z app knowledge to consult, advise, and collaborate with fellow developers on topics including but not limited to iOS testing, API structure and design, backwards compatibility, and mobile implementation technique.
- Provide presentations to the engineering team and business on both educational topics related to mobile technology and techniques as well as project status topics.
- Mentor in the 2020 Learning A-Z Internship Program.
- Manage and execute app releases for both internal testing and external production releases to Apple's App Store through the App Store Connect system.

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.