

Austin Dumm

Software Engineer



Livonia, MI



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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, Educational Technology

- Research, design, architect, and implement native iOS solutions for the Kids A-Z EdTech iOS app, fulfilling user, business, and engineering needs.
- Lead cross-functional agile teams to create, test, and deliver well-documented, reliable, future-proof systems and solutions.
- Represent the Kids A-Z Mobile team as the iOS platform lead.
- Collaborate with designers to create and implement accessible designs and user experiences using UIKit, SwiftUI, WebKit, and SpriteKit.
- Advocate for accessible iOS design including support for VoiceOver, Dynamic Type, and Voice Control.
- Onboard, train, and mentor junior mobile developers.
- Leverage the concepts of Object Oriented, Functional, and Protocol Oriented Programming; design paradigms such as MVC, MVVM, and Clean; and tools such as Xcode, Git, and Swift Testing 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 and business teams on educational topics related to mobile development as well as project status.
- 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, 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

- Design, implement, and iterate on a daily share, "Take-a-card, leave-a-card" tarot app for iOS.
- Design, implement, and deploy the server and API to support the iOS app.
- Published at: <https://apps.apple.com/us/app/id6747686939>

BAD Red - Text Editor

- 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 at: <https://github.com/AustinDumm/BadRed>.