

# Benjamin Herzog

SOFTWARE ENGINEER

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## Experience

### Apple Inc.

SOFTWARE ENGINEER

Berlin, Germany & Cupertino, CA, USA

Apr. 2018 - Present

- Developer Tools, Xcode Build System
- Focus on build performance
- Working closely with compiler teams as well as internal adopters
- Including 6 months internship in Cupertino

### LOVOO GmbH

IOS ENGINEER

Dresden, Germany

Mar. 2015 - Mar. 2018

- Developing in cross functional, product focused teams to create new features, fix bugs, refactor the codebase, setting up and working with CI systems and deployment via release trains.
- Working in different agile environments over the years in Scrum- and Kanban-teams.
- Working with different architectures and patterns like MVC, MVVM, Routing and extensions.
- Gained first experiences with React Native by integrating it for special screens.
- Introduced Swift to the legacy codebase to create a modern architecture.

## Education

### University of Applied Sciences Dresden

B.S. AND M.S. IN COMPUTER SCIENCE

Dresden, Germany

Sep. 2012 - July 2019

- Specialized in algorithms, programming paradigms, sensor technology and robotics.
- Participated in a research seminar about the internet of things and managed a project to build a prototype of a sensor mesh network.
- Graduated with a final grade of 1.6.

## Extracurricular Activity

### Hallo Swift

PODCAST CO-HOST

Germany

Apr. 2017 - Mar. 2019

- Hallo Swift is a German Apple related podcast about software development.
- Launched the show together with two friends, producing episodes every other week for 300 subscribers.

### Udemy

INSTRUCTOR

Germany

Dec. 2014 - May 2015

- Created comprehensive tutorial videos about iOS and Swift.
- 647 participants for 10,5 hours of video playback.

### SwiftDE Youtube Channel

FOUNDER AND PRODUCER

Germany

Jun. 2014 - May 2015

- First and biggest German youtube channel with free tutorial videos for Swift.
- Over 3000 subscribers.