# **Bryan Ryczek**

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#### **Profile**

I am a published, self-taught iOS developer desiring a programming position where I can make key contributions and also learn from senior team members. I have developed my skills through a combination of self research and learning from experienced developers in my area through networking and meet-ups. I am looking to join a collabrative work environment where I can improve upon my current knowledge base and grow as a developer.

## **Experience**

# iOS Developer Brightest

2/2018 - Current

Primary developer of the Brightest iOS app, which allows users to search the Brightest database of activism and volunteer activities by location.

#### Features / Technologies learned or implemented:

- Obsfuscation of sensitive information from potential bad actors by storing API keys and user tokens as masked data objects rather than strings.
- User authentication and storage of user session data in Keychain.
- Coordinator pattern for navigation and model interaction.
- MVVM pattern used to further abstract view data from UIViewControllers.
- Collaborated with backend team to determine necessary API calls.
- Networking layer with GET, POST, PATCH, PUT and DELETE requests.
- Codable conforming data models with helper function and computer properties that derive actionable UI data.
- Custom collection view flow layout with cell expansion as user scrolls.
- Bug fixing, debugging, and changes made to Brightest app based on user feedback.

Currently developing the Brightest Organizer app.

## iOS Developer

#### **Betrspot**

6/2017 - 9/2017

Inherited an app that was technically functional, but lacking a cohesive UI.

#### Features / Technologies learned or implemented:

- Designed UI that included a revamped spot posting interface, maps with annotations and transitioning modals, decreasing user friction.
- Implimented server-side push notifications so users would be notified of key events.

Updates led to the first ever "spot trade" in Betrspot history.

## iOS Developer

Opn

10/2016 - 5/2017

Personal project where I developed an app that would allow you to see if your favorite businesses were open or closed.

Features / Technologies learned or implemented:

- "Floating Bubble" User Interface with SpriteKit.
- Google Maps integration so user could search for and retrieve location data.
- Firebase integration so a user could save their favorite businesses to a backend.

### iOS Developer

**AC3 Ventures** 

4/2016 - 10/2016

Worked with a team of entrepreneurs to develop a GeoSocial app.

Features / Technologies learned or implemented:

- Chat and chat search.
- Custom UI with protocol based delegation.
- Error Handling.
- Debugging and Testing.

#### iOS Developer

Conceived, developed and published FlowMo for iPhone.

Flowmo

1/2016 - 4/2016

Features / Technologies learned or implemented:

- AVFoundation
- Utilized closure that processed raw video to an array of still images
- UlKit controls that allowed the user to select an image and download to their Camera Roll.

## **Skills**

- Adobe Illustrator
- Gir
- Pedicab business owner
- Master of breakfast tacos

## **Education**

Harvard University CSCI E-65: Mobile Application Development Using

Swift

University of Vermont BS - Finance Concentration