EDWARD WYNMAN

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EDUCATION:

Stevens Institute of Technology – M.S. Computer Science, GPA 3.5 .... May 2026
Montclair State University – B.S. Computer Science, GPA 3.5 .... Dec 2023

SKILLS:

- **Languages & Frameworks:** Swift, SwiftUI, Flutter, Python, TypeScript, React, Next.js, JavaScript, Java
- **Databases & Cloud:** Firebase, Azure, Cosmo DB, MongoDB, MS SQL Server
- **Developer Tools:** Git, Docker, Azure DevOps, Xcode, TestFlight

WORK EXPERIENCE:

Geico, Remote
iOS Developer II   Jul 2025 – Present

- Refactored the network layer by introducing a dedicated network manager with unified logging, automatic retries, and token-refresh handling for invalid credentials, ensuring consistent, reliable request execution across the SDK.
- Reduced 10k+ monthly reverse-geocoding failures to near zero by moving geocoding into a dedicated manager with coordinate validation, timeout handling, and threaded retry logic, improving trip start/end accuracy, eliminating null UI states, and ensuring backend data integrity with full test coverage.
- Refactored the trip simulation app to support multiple concurrent trips, added real-time event playback with robust UI error handling, and redesigned the interface for clarity and usability; contributed to a patented (filed) system powering internal testing and validation workflows.

Geico, Remote
iOS Developer I   May 2024 – Jul 2025

- Increased iOS trip-data sampling from 1 Hz to 9 Hz using native sensor APIs and a redesigned time-boxed processing pipeline, delivering higher-resolution data aligned with data-science models and deployed to the full user base.
- Reduced distracted-driving false positives by 90% by implementing an alert-driven architecture that used OS delegate callbacks such as brightness changes and lock or unlock events to trigger a more accurate detection algorithm.
- Refactored audio-route handling by introducing a dedicated audio route manager and integrating it with our pub-sub event model, validating OS audio-route change callbacks to prevent false disconnect events and ensure reliable audio-state updates.

PROJECTS:

Spot, Bogota, New Jersey   Jul 2025 – Present
Founder & Lead Developer

- Built a production-ready iOS application using SwiftUI + UIKit with real-time content delivery, media handling, async caching, and push notifications.
- Architected scalable backend infrastructure using Firebase Auth, Firestore, Realtime Database, Cloud Storage, and Azure services to support low-latency data access.
- Set up CI/CD pipelines for automated builds, UI tests, and multi-environment deployments across iOS and web, reducing release cycle time and improving rollout safety.