

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, Dart, Flutter, JavaScript, TypeScript, Python, Java, PHP, React, Next.js, Nest.js
- **Databases & Cloud:** Firebase, Cosmo DB, MongoDB, MS SQL Server, Azure
- **Developer Tools:** Git, Docker, Azure DevOps, Xcode, TestFlight, NPM, Expo

WORK EXPERIENCE:

Geico, Remote

Software Engineer II

Jul 2024 – Present

- Refactored critical SDK modules including trip validation and other logic to improve modularity, testability, and parity with Android.
- Enhanced reverse geocoding reliability by redesigning timeout handling, implementing coordinate validation, and adding fallback logic to prevent crashes; improved SDK resilience in edge cases and added comprehensive unit tests for error paths.
- Release internal SDK builds through Firebase and TestFlight, manages all QA feedback cycles, and coordinates deliveries to internal app team
- Diagnose and resolve complex production issues using debuggers, stack traces, and memory analysis tools; fixed memory leaks, resolved threading bugs, and improved async code stability across critical flows

Geico, Remote.

May 2024 – Jul 2024

Software Engineer I

- Redesigned distracted driving detection logic on iOS using biometric state and screen APIs, reducing false positives by 90% within the first 60 days on the job.
- Upgraded iOS SDK data collection from 1Hz to 9Hz to improve downstream telematics model accuracy and align with industry standards; implemented backend-configured feature flags to dynamically control sampling rates, enabling safe rollout and remote configuration.
- Built a new 0 to 1 commercial telematics platform as part of the Flutter-based Commercial UX team by intergrading Radar for map styling and trip route overlays, while leveraging Maplibre for interactive controls and dynamic vehicle/trip markers.
- Designed and implemented UI components for vehicle and trip detail pages to support real-time and historical data visualization, enabling real-time and historical fleet visualization to review past routes and statuses.
- Integrated and extended APIs to retrieve policy and vehicle status information using Riverpod, ensuring up-to-date displays of commercial vehicle states across the platform

Projects:

Spot – Founder & Lead Developer

Jul 2025 – Present

- Developing an iOS app using SwiftUI and UIKit with a Next.js web interface
- Architected backend with Firebase Authentication and real time database and Azure cloud services for scalable data management
- Integrated Crashlytics to monitor releases along with a custom logging framework to optimize performance and lead future expansion towards releases
- Designed and maintained CI/CD pipelines to automation builds, testing, and deployments across iOS and web platforms ensuring fast and reliable release cycles
- Launched early online marketing campaigns and user outreach efforts to validate product-market fit and drive initial adoption