

Joe Manto

Experienced software engineer with a strong background in building, releasing, and maintaining iOS and macOS apps



https://github.com/joemanto



https://linkedin/joemanto



[joemanto.dev@gmail.com



MI, USA

https://itunes.apple.com/us/developer/joe-manto/id993467436

**** +1(586)-255-1021

Experience

iOS Engineer @ VMware

Member of technical staff 2

- Worked closely with other engineers, product managers, and designers in 60+ app releases
- Worked on many UI-related features that expanded my knowledge of the iOS SDK and UI Frameworks such as UIKit and SwiftUI
- Provided software design and development contributions to an iOS widget integration

OIT Help Desk @ Western Michigan University

Student Lead & Web Developer

- Worked in a team environment leading and helping staff solve problems
- Collaboration on problems with co-workers
- Developed management skills with a focus on problem-solving

Projects

(More hosted on Github)



One Palette

macOS app for UX designers and front-end devs which allows users to make custom color palettes with quick access https://manto.dev/#/projects/onepalette



Super Window

macOS app that allows users to create 'always on top' windows that can be used to view files and web pages.

https://manto.dev/#/projects/super-window



Haptic Feedback Keyboard

iOS app that provides a keyboard extension that offers haptic feedback per keyboard press prior to iOS 13.

https://manto.dev/#/projects/haptic

Education

Western Michigan University | 2016 - 2020

College of Engineering and Applied Sciences BS in Computer Science

2020 - Present

• Led the design and development of an in-app analytics engine that was deployed in two core apps that both have over 1 million monthly users.

Enabing unique insights into user behavior and feature usage allowing app stakeholders to make informed data driven decisions

2016 - 2020

- Developed and shipped a service on the university network that allowed employees to trade shifts with each other
- The ability to visualize problems from the customer's point of view

iOS Development



• iOS development was the first thing that sparked my passion for computer science and became the backbone of my programming experience. Over the past 10 years i've built many of my own apps, released a couple, and now most recently doing it as my profression

Strong Fundmentals

• Hove figuring out how things work under the hood. This has played a key role in my programming experience and has fostered a keen interest in the world of systems programming

