

Katherine Palevich

(425) 829-4249 | katpal@cs.washington.edu | [linkedin.com/in/katherine-palevich/](https://www.linkedin.com/in/katherine-palevich/) | github.com/KatherinePalevich

EDUCATION

University of Washington - Seattle, WA

Expected June 2026

B.S. Computer Science. Minor in Business Administration.

GPA: 3.78

Courses: Human-AI Interaction Capstone, Algorithms, Data Structures and Parallelism, Natural Language Processing, Human Computer Interaction, Data Visualization, Data Management, Software Design & Implementation

EXPERIENCE

iOS Mobile Engineer Intern | Pinterest

Jun 2025 - Present

- Designed and implemented three new ad format features, documenting the object-oriented architecture and unit test strategies and managing the full feature lifecycle from ideation to production.
- Conducted experiments to optimize client-side performance and validate impact, using metric analysis to make data-driven decisions for production releases, ensuring high-quality product delivery.
- Collaborated closely with engineers, PMs, and stakeholders within a cross-functional Monetization Engineering team to influence technology and system design decisions during org-wide reviews, ensuring alignment with business goals.

iOS Software Developer Intern | Experian

Jun 2024 - Aug 2024

- Implemented a new process to manage stateful Server Driven UI components more efficiently.
- Reduced the total number of API requests by 18%.
- Utilized the Combine framework to publish new event types to subscribers. Each subscribed dashboard component then determines if the event type is relevant and refreshes its content accordingly.
- Leveraged the XCTest framework to code unit tests and verify expected behavior, upholding code quality.

Netflix x Formation Fellow

May 2024 - Sep 2024

- Awarded Rising Tide Award for outstanding collaboration. First fellow out of 50 fellows to be recognized.
- Enhanced technical communication skills by dedicating 15 hours a week to collaborative algorithm and system design coding sessions, employing the Engineering Method for problem-solving.
- Refined code quality by conducting pair code reviews.

PERSONAL PROJECTS

[QuickCloset](#) / Swift. CoreData and SwiftUI frameworks. OpenWeatherMap API.

Sep 2020 - Jun 2021

- Virtual closet organizer and generates outfits based on certain user set criteria. 1,230+ downloads.
- Developed an in-depth specification containing feature prioritization, detailed scenarios, and techstack research.
- Presented quarterly code reviews where I explained my project and coding process in a concise manner.

[Drive Buddy](#) / Swift. MapKit, EventKit, CoreData, and SwiftUI frameworks.

Sep 2021 - Jan 2022

- Student driver assistant app that records the user's route live and keeps track of skills to practice in anticipation of a drive test. 140+ downloads.
- Integrated with the user's Apple calendar to schedule practice sessions within the Drive Buddy app.

SKILLS

Languages: Swift, Objective-C, Python, Java, SQL, JavaScript

Frameworks: SwiftUI, UIKit, Combine, XCTest, CoreData, MapKit, EventKit

Developer Tools/Software: Buildkite, Git, Agile, XCode, VS Code

Why are you most excited about the team. Product: Builds core features across Figma Design, FigJam, Dev Mode, Slides, Draw, Buzz, Sites, and Make.

As someone who has spent all summer inhaling Figma designs and exhaling advertiser performant code at Pinterest, I am excited to bring my experiences as an engineer into making the product even more accessible to Figma users and users alike on iOS.

Why do you want to join Figma

Given that Figma is a web and desktop first application, it intrigues me to know what design decisions Product makes to fit all the capabilities within the confines of a screen the size of your palm. It's such a complex problem space to figure out how to optimize the experience to make design accessible to all. This exact question brought me into the field of iOS, and I am excited to bring my passion for creative UI and innovative ideas to Figma!