Ky
Developer & Designer

Senior Software Engineer with a passion for designing & making great products for Apple platforms

Hire@KyLeggiero.me

+1 (470) 236-2534
Only for urgent matters

Employment

Yes Health (2021 – 2022)
Mobile Software Engineer

Engineered multiplatform health products. Transitioned Obj-C codebase to SwiftUI. Brought more diversity & inclusion to teams & products. Implemented department-wide processes & best practices such as agile kanban sprints, version control, a documentation system, et cetera.

Worked with UI/UX team to redesign & rebrand those products.

PKWare (2020 – 2021)
Apple Platform Engineer

Worked on personal file encryption software for macOS and iOS, as well as internal libraries to support these.

Completely redesigned the iOS app from the ground up to focus on core competencies, improve accessibility, and optimize flow.

Ionic Security (2017 – 2019)
Software Engineer III

Engineered user-facing file encryption and access software for macOS. Collaborated on a company-wide software platform to allow such client software to be made consistent on many other platforms, including macOS, Android, Windows, and iOS.

Worked closely with UI/UX team to hone the design of multiple company products, including graphics, animations, user flows, and overall experience.

Renewed Vision (2016 – 2017)
macOS Software Engineer

Built industry-leading professional presentation software for macOS. Collaboratively created software platforms with open-source & proprietary tech: advanced auto font scaling, inspector, & animated grid item selector.

Designed dozens of icons & other graphics, user flows, interface approaches, animations, and more.

NCR — Small & Medium Business (2015 – 2016)
Mobile Software Engineer

Built state-of-the-art point-of-sale software for iOS & Android. Implemented headlining features such as 64-bit support, EMV payments, scale-weighing of items, & future orders, including any hardware drivers necessary for these.

Worked alongside UI design team to revamp the system's look-and-feel.

For my tenure at RR Donnelley, the University System of Georgia, and more, see **https://Resume.KyLeggiero.me/More**

Tech Specs

- Swift
- Kotlin
- HTML5
- CSS 2022
- Sass / SCSS
- Learning New Skills
- macOS
- iOS
- Android
- JVM
- Web (Front-End)
- Frameworks / APIs
- SwiftUI
- App-Level Security
- Multithreading
- Networking
- Git
- Open-Source
- Architecture
- Agile

Education

Columbus State University (2014)
Bachelor of Science in Computer Science

Design

- UI/UX
- Custom Controls
- Web Design
- Sketch
- Figma
- Print Design
- Iconography
- Logo Design

https://KyLeggiero.me

☝ That website is **always up-to-date** and includes a web version of this résumé, a **portfolio**, **scheduling**, **contact info**, and **profile/social** links

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