

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

✉ Hire@KyLeggiero.me

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🔥 Only for urgent matters

## Employment



**Realtor.com** (2022 – present)

**Staff Software Engineer**

Leading transition to SwiftUI. Guiding removal of core components.

Collaborating cross-team to ensure clear sync & quality product. Driving changes product, process, & team.

Working with UI/UX to finalize & implement full redesign. Documenting & encoding the design system.



**Yes Health** (2021 – 2022)

**Senior Software Engineer**

Engineered multiplatform health products. Converted Objective-C codebase to SwiftUI. Enhanced diversity & inclusion.

Implemented department-wide processes & best practices, version control, documentation system, etc.

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



**PKWare** (2020 – 2021)

**Senior Software 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 macOS user-facing encryption & access software. Collaborated on company-wide software platform for macOS, Android, Windows, and iOS.

Worked with UI/UX to hone 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-weighting 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**  
██████████

**iOS**  
██████████

**SwiftUI**  
██████████

**macOS**  
██████████

**Android**  
██████████

**JVM**  
██████████

**Frameworks / SDKs**  
██████████

**App-Level Security**  
██████████

**Multithreading**  
██████████

**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

This printed résumé was last updated 2023-05-11

