

Senior 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



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**

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**

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**

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

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