

Ethan Pippin

ethanpippin2343@gmail.com



LePips



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Experience

ASSOCIATE SOFTWARE ENGINEER

2021 - CURRENT

Wavelink, Ivanti

- Developing the Velocity suite of supplychain products for Windows, Android, and iOS with Xamarin and .NET.
- Migrated and manage the CICD build system from Jenkins to Azure Devops Pipelines, allowing continuous surfacing of build status and binaries for development and allowing product managers to ship test builds to customers.
- Practicing agile methods to facilitate engineering transparency and efficiency.

JUNIOR IOS DEVELOPER

2019 - 2020

Enterprise Technology, WeWork

- Collaborated in building a new team around the LobbyConnect visitor management application. This team was known for quick development especially during times of low moral and for high customer and manager satisfaction.
- Architected and developed the new version of LobbyConnect from scratch and shipped within a year.
- Influential in WeWork's new mobile design guidelines, founded on WeWork's branding.
- Attended developer conferences for teamworking, networking, and educational opportunities.

JUNIOR IOS DEVELOPER

2017 - 2019

Teem

- Developed and maintained Teem's iOS workspace solutions: Eventboard, LobbyConnect, and Teem Mobile.
- Implemented the CICD build system using CircleCI, surfacing build status during continuous development.
- Mentored under Senior developers on various teams for technology exposure and learning experience opportunities.

UTAH IOS & MAC GROUP, SWIFT EVOLUTION

CURRENT

Miscellaneous

- Attending frequent meetings with local Utah developers for networking and educational opportunities.
- Performing presentations on Swift, iOS, and other developer topics.
- Actively participating in the evolution of the Swift programming language on the Swift forums.

SWIFFIN

2020 - CURRENT

The Jellyfin Project, GitHub

- Actively developing a popular open source iOS and tvOS client in SwiftUI for the Jellyfin media server with over 2,000 stars on GitHub and over 60,000 App Store downloads. This application has been praised for an attractive user experience and smooth media playback.
- Contributing to and creating various third party open source projects for use in Swifftin. These include OpenAPI schema code generation, data structure and algorithm providers, SwiftUI supplements in SwiftUI and UIKit, and VLC/mpv media playback.
- Helping other open source contributors by performing code reviews and managing user reported bugs.

Education and Volunteering

BACHELOR OF COMPUTER SCIENCE

2022

University of Utah, Salt Lake City, Utah

- Minor in Mathematics
- Honors College

VOLUNTEER PUPPY RAISER

2020-2021

Guide Dogs for the Blind

- Raised and trained member puppies behaviors to be future successful guide dogs for the visually impaired.

Skills

- **Languages:** Swift, Python, C#, cpp, c
- **Frameworks:** SwiftUI, UIKit, Combine, Docker, Django, numpy, Tensorflow, Jupyter, .NET, Xamarin
- **Miscellaneous:** compilers, machine learning, deep learning, algorithm development, natural language, API architecture