

# Ethan Pippin

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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.
- Led mentorship for summer interns, providing guidance on project goals, code quality and best practices, and alignment with team goals.
- 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.

### IOS DEVELOPER

2019 - 2020

Enterprise Technology, WeWork

- Developed a new version LobbyConnect from zero to App Store release in less than a year. Strongly influenced the application's technical architecture, design, and user experience.
- Collaborated in building a new cross-country team for the LobbyConnect enterprise visitor management application. This team was known for quick development especially during times of low moral and for high customer and manager satisfaction.
- Worked alongside team designer to influence WeWork's 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 a CICD build system using CircleCI, surfacing build status for continuous development.

### UTAH IOS & MAC GROUP, SWIFT EVOLUTION

CURRENT

Miscellaneous

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

### SWIFFIN

2021 - CURRENT

The Jellyfin Project, GitHub

- Actively developing a popular open source iOS and tvOS client in SwiftUI for the Jellyfin media server with over 2,500 stars on GitHub. This application has been praised for an attractive user experience and smooth media playback.
- Designing and maintaining various third party open source projects. These include Swift OpenAPI SDK generation, data structure and algorithms for the Swift organization, SwiftUI and UIKit extensions, and VLC and mpv media playback.
- Helping other open source contributors by performing code reviews and managing user reported bugs.
- Managing TestFlight and App Store distribution through continuous integration in GitHub Actions.

## 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
- **Technologies:** SwiftUI, UIKit, Swift Concurrency, Combine, Docker, Django, numpy, Tensorflow, Jupyter, .NET, Xamarin
- **Miscellaneous Interests:** compilers, machine learning, deep learning, algorithm development, natural language processing, API design, financial mathematics