Ethan Pippin

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Experience

ASSOCIATE SOFTWARE ENGINEER   2021 - 2025
Ivanti

- Developing for the Velocity suite of supplychain products for Windows, Android, and iOS with Xamarin and .NET.
- Supervised mentorship for summer interns, offering guidance on project objectives, code quality standards, and adherence to team objectives.
- Migrated the CICD build system from Jenkins to Azure Devops Pipelines, enabling continuous build status and binary surfacing for development and product managers to ship test builds to customers.

IOS DEVELOPER   2019 - 2020
WeWork

- Developed a new version of LobbyConnect from conception to its App Store release within a year. Significantly influenced the application's technical architecture, design, and user experience.
- Established a cross-country team for the LobbyConnect enterprise visitor management application, resulting in expedited development and a notable increase in customer and manager satisfaction.
- Collaborated with the team designer to shape WeWork's mobile design guidelines, which are grounded in WeWork's branding principles.
- Participated in developer conferences to enhance teamwork, foster networking, and acquire technical knowledge.

JUNIOR IOS DEVELOPER   2017 - 2019
Teem

- Developed and maintained Teem's iOS workspace solutions, including Eventboard, LobbyConnect, and Teem Mobile.
- Implemented the CICD build system utilizing CircleCI, surfacing build status to enable continuous development.

IOS DEVELOPER, PROJECT LEAD   2021 - CURRENT
Swiftfin,The Jellyfin Project, GitHub

- Actively developing the open source iOS and tvOS Swiftfin application for the Jellyfin media server, constructed entirely in SwiftUI. This application has been acclaimed for an attractive user experience and smooth media playback.
- Building and contributing to various open source projects spanning OpenAPI SDK generators, data structures and algorithms, SwiftUI and UIKit components, and VLC and mpv media players.
- Aiding open source contributors by performing code reviews and managing user reported issues and feature requests.
- Utilizing GitHub Actions to automate application distribution to TestFlight and the App Store.

UTAH IOS & MAC GROUP, SWIFT EVOLUTION   CURRENT
Community

- Attending meetings with local Utah developers to foster networking and gain educational opportunities.
- Delivered presentations on various iOS development topics, enhancing community knowledge and collaboration.
- Actively participating in the evolution of the Swift programming language.

Education and Volunteering

BACHELOR OF COMPUTER SCIENCE   2022
University of 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
- **Interests:** compilers, machine learning, deep learning, algorithm development, natural language processing, API design, financial mathematics