PATRICK MOSCOVA

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PROFESSIONAL SUMMARY

A seasoned iOS Developer with 13 years of experience, skilled in developing both big-name client-facing and private-FTEOnly enterprise apps that consistently reach top download charts and drive revenue. Possesses advanced expertise in Swift, Objective-C, and various development frameworks. Known for creating innovative content, employing proven development techniques, and quickly adapting to new technologies. Experienced in mentoring junior developers, providing clear and concise documentation, and leading projects to success.

TECHNICAL SKILLS

- **Programming Languages:** Swift, Objective-C, C, C++, C#, JavaScript, Java, Visual Basic, Shell

- **Frameworks & Tools:** XCode, SwiftUI, RXSwift, UIKit, CoreLocation, CoreServices, AVFoundation, CoreAnimation, CoreBluetooth, MapKit, PushKit, AlamoFire, AutoLayout, Instruments, QuartzCore, OpenGL, CoreData, SV, Testflight, XCTest, Confluence

- **Testing & Debugging:** Charles Proxy, Firebase, Crashlytics, Jenkins, Postman, Cypress

- **Development Practices:** Git, JIRA, Agile, oAuth, Google Analytics, Continuous Integration (CI), UI/UX Design, REST/SOAP API Integration

COMPENTENCIES

iOS Development

Agile Development

Product Development

Algorithm Implementation

Solutions Deployment

Build Releases

HTML and XML

EXPERIENCE

PayPal | NYC

iOS Developer | September 2024 – Present

- Utilized UIKit and a custom constraint framework to manage dynamic view transitions and animations programmatically, ensuring fluid UI interactions across the app.

- Authored foundational internal documentation on SOLID principles to support onboarding and maintain architectural consistency across the codebase.

- Built and maintained screens using a custom coordinator and MVVM pattern. No Interface Builder, full code-based UI.

- Created network calls within PayPal's internal library and linked dependencies via Package.swift and Package.resolved.

- Developed a build script that simplified and standardized the Xcode build process, especially when dealing with library updates.

- Added accessibility identifiers to improve test automation and ensure compliance with accessibility standards.

- Wrote unit tests and automated UI tests using internal tools across both PayPal and Venmo codebases as well as iOS native testing libraries **XCTest** and **XCUITest**

- Collaborated with product owners and design teams to ship new features while maintaining technical clarity and UX fidelity.

Ukay Shipping and Delivery | Piscataway, NJ

Tech Lead | April 2024-September 2024

- **Resolved critical operational issues** by collaborating with contractors to enhance internet service and resolve printer problems, leading to improved productivity and efficiency for the team.

- **Migrated an in-house database** to **Microsoft Azure**, boosting data management capabilities, scalability, and security, resulting in more reliable and accessible data storage solutions.

- **Optimized backend processes** by writing **SQL** commands in **Java** to efficiently retrieve data from the database, improving performance and reducing data retrieval times.

- **Developed and implemented** backend functions on a **Tomcat** server to serve as endpoints for an **enterprise iOS application**, enhancing application performance and reliability.

- **Introduced SwiftUI** into the project, leveraging the latest UI frameworks to create more modern and adaptive interfaces.

DatChat | New Brunswick, NJ

<u>iOS Developer | June 2021 – September 2023</u>

- Successfully transformed a legacy **Objective-C** project by integrating **Swift**, which not only modernized the codebase but also significantly improved its scalability and future readiness.
- Spearheaded the implementation of **Dark Mode** using Constants and Colors in the .xcAsset file, improving user experience.
- Updated app UI with **Swift**, interfacing with **UIKit** for a seamless transition.
- Optimized build times and reduced merge conflicts by strategically splitting the main Interface Builder file using **Storyboard References**.
- Leveraged **Crashlytics** to identify and resolve performance bottlenecks.

CitiBank (through the implementation SpiGroup) | Remote

<u>iOS Developer | June 2020 – June 2021</u>

- Integrated **Google Tag Manager** and **Firebase** to enhance analytics and user insights.
- Published builds to **TestFlight**, doubling testing efficiency and cutting feedback turnaround time in half.
- Orchestrated seamless screen navigation through **deep linking** and optimized user journeys using **push notifications**.
- Enhanced app efficiency and maintenance by integrating **Cocoapods** for dependency management and developing optimized database manager classes with **CoreData**.
- Implemented automated testing for the client web application with **Puppeteer**, which improved testing efficiency and reduced manual testing time, allowing more focus on iOS development tasks

Verizon | Piscataway, NJ

<u>iOS Developer | November 2018 – February 2020</u>

- Rectified UI bugs within a pre-existing codebase using **Objective-C,** improving app stability and user experience
- Collaborated with cross-functional teams (**UX**, **Marketing**, **Business Analysts)** to successfully launch new features, ensuring timely delivery and alignment with business objectives.

- Developed a proof-of-concept solution using CoreServices to improve a new feature, leading to heightened functionality and increased user engagement results.

- Enhanced accessibility functionality for all view controllers, significantly improving app usability and inclusivity for users with disabilities.

- Collaborated with UX designers to integrate specified UI designs, resulting in a more intuitive and visually appealing user interface

TDAmeritrade | Ann Arbor, Michigan

iOS Developer | January 2017 – November 2018

- Resolved UI bugs within a **Xamarin** codebase using C**#,** enhancing app performance and user satisfaction.

- Imported and built third-party libraries using **Carthage** and transitioned to **Swift Package Manager**, streamlining the development process and reducing build times

- Engineered a suite of customizable views utilizing **IBDesignables** and **IBInspectables**, significantly boosting design flexibility, enabling real-time UI adjustments by developers and designers, and optimizing overall development efficiency.

- Implemented **iOS Charts** to improve data visualization, resulting in clearer user insights and enhanced decision-making.

- Redesigned the Xamarin codebase into **Native iOS** with **Swift**, significantly enhancing app performance, improving user experience, and streamlining developer processes to better align with project goals.

- Improved application responsiveness and reactivity by monitoring state changes using **RXSwift** and **Observables**, leading to enhanced user satisfaction through prompt and efficient user interface updates.

Spreo LLC | NYC, NY

iOS Developer | July 2016 – October 2016

- Revitalized an **indoor navigation SDK** by resolving bugs and introducing new features, significantly boosting its integration versatility.

- Implemented precise indoor location tracking with **iBeacon**, **KontaktIO**, and **CoreBluetooth**, significantly enhancing location accuracy and streamlining navigation for increased operational efficiency in large indoor spaces.

- Led the transformation of the SpreoLLC white label application into the MyACH Arkansas Children's Hospital application, achieving enhanced functionality and delivering a customized solution that exceeded client expectations.

- Implemented **Autolayout** on **storyboards** with **Objective-C,** using **constraint language** to design a seamless and adaptable user interface that enhanced user experience across various devices by maintaining consistent layout and responsiveness.

(MobileAppsCompany) Allstate Insurance

iOS Developer | January 2016 – May 2016

- Improved app performance by implementing advanced multithreading techniques like **PerformSelector, GCD, and NSOperationQueue**.

- Significantly enhanced the app's visual appeal and functionality by seamlessly integrating custom third-party UIViews while performing advanced operations with CoreGraphics and drawRect overrides, resulting in a more intuitive user experience and increased user satisfaction.

- Leveraged accelerometer data for dynamic app adaptation.

- Designed and implemented a local notification system for real-time updates that enhanced the interactivity of the user interface, leading to increased user engagement and a substantial rise in app retention rates.

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(MobileAppsCompany) Dominos Pizza

iOS Developer | November 2013 – October 2015

- Led the successful transition of the application from **iOS 6 to iOS 7**, adapting the UI to new design standards.

- Implemented the **Tealium SDK** into the app architecture using **NSDictionaries, NSNotificationCenter, and Singletons**. In order to implement **Analytics**.

- Monitored the Tealium live reporting site and facilitated data point rerouting to third-party clients.

- Contributed to the development and maintenance of the Domino's Pizza universal app, collaborating with a team of iOS developers.

- Reduced rendering time by 50% by implementing **Backface Culling** in the Domino's Pizza Builder on iPad, significantly enhancing app performance by removing unnecessary visuals.

Brown Brothers Harriman (NWNCorp)

Software Development Consultant

- Read archived data from magnetic tape using an executable built in **C++** and run from the **Bash Shell**.

- Created load tests using **JMeter**.

- **Configured Load Balancer** using **XML scripts**

EDUCATION

Bachelor of Science in Video Game Development

Full Sail University, Winter Park, FL

Graduated: 2010