PATRICK MOSCOVA

East Orange, NJ |
+1 (973)-687-0595 |
PMoscova89@gmail.com |

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.

- 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

iOS Developer | June 2021 – September 2023

- Successfully integrated **Swift** into a robust Objective-C project, modernizing the codebase and enhancing scalability.

- 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

iOS Developer | June 2020 – June 2021

- Integrated **Google Tag Manager** and **Firebase** to enhance analytics and user insights.

- Published builds to **TestFlight**, streamlining testing processes.

- Orchestrated seamless screen navigation through **deep linking** and optimized user journeys using **push notifications**.

- Utilized **Cocoapods** for dependency management and wrote database manager classes using **CoreData**.

- Automated testing of the client web application using **Puppeteer**.

Verizon | Piscataway, NJ

iOS Developer | November 2018 – February 2020

- Rectified UI bugs within a pre-existing codebase using **Objective-C**, demonstrating a meticulous approach to code refinement.

- Coordinated with cross-functional teams(**UX, Marketing, Business Analysts)** to launch new features, emphasizing effective communication.

- Created a proof-of-concept solution to revitalize a recently released feature.

- Implemented **accessibility** functionality across existing and new view controllers.
- Collaborated with UX designers to integrate specified UI designs.

TDAmeritrade | Ann Arbor, Michigan

iOS Developer | January 2017 – November 2018

- Rectified UI bugs within a **Xamarin** codebase using **C#**.
- Imported and built third-party libraries using **Carthage** and transitioned to using **Swift Package Manager**.
- Created custom views editable in the interface builder using **IBDesignables** and **IBInspectables**.
- Integrated **iOS Charts** for enhanced data visualization.
- Transitioned the Xamarin codebase to native iOS using **Swift**.
- Monitored application state changes using **RXSwift** and **Observables**.

Spreo LLC | NYC, NY

iOS Developer | July 2016 – October 2016

- Enhanced an indoor navigation SDK, addressing bugs and implementing new features.
- Utilized **iBeacon, KontaktIO, and CoreBluetooth** for precise indoor location tracking.
- Spearheaded the transformation of the SpreoLLC white label application into the MyACH Arkansas Children's Hospital application.
- Employed **Autolayout** on storyboards and used the autolayout constraint language in **Objective-C**.

(MobileAppsCompany) Allstate Insurance

iOS Developer | January 2016 – May 2016

- Improved app performance by implementing advanced multithreading techniques like **PerformSelector, GCD, and NSOperationQueue**.
- Integrated custom third-party UIViews and executed complex operations with **CoreGraphics** and drawRect overrides.
- Leveraged accelerometer data for dynamic app adaptation.
- Used local notifications for real-time updates, creating an interactive UI.

(MobileAppsCompany) Dominos Pizza

- 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.

- Implemented **Backface Culling** to the ingredients in the **Domino's Pizza Builder** on the iPad to increase frame rate

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