

# Reade Plunkett

## iOS Engineer

### EXPERIENCE

#### iOS Engineer · Wellnest

MAY 2020 - PRESENT · ANN ARBOR, MI

- Developed two MVPs for a mobile journaling app to practice mindfulness with nearly 2,000 TestFlight users.
- Built v1 fully using SwiftUI and v2 using UIKit.
- Implemented a scalable Firebase backend with end-to-end database encryption, storage, and cloud functions.

#### iOS Engineer · Bear & Bean

SEP 2020 - PRESENT · ITHACA, NY

- Consulting project for the head coach of Cornell's D1 varsity field hockey team.
- Developed *HockeyTag*, an iPad app that streamlines the process of scripting video analysis for field hockey games and is scalable to other sports.

#### iOS Engineer · Cornell AppDev

OCT 2019 - PRESENT · ITHACA, NY

- Contributed to *Eatery*, an open-source app over 3,500 students use daily to track the meals at dining halls.
- Automated the log-in process and built out an onboarding flow.
- Developed *CourseGrab*, an app that sends students notifications when a full class opens up and is used by over 3,000 students.
- Worked on building the user interface and setting up networking with a team of designers and backend developers.

#### Java and Web Dev Instructor · Darien Library

MAR 2017 - JUN 2019 · DARIEN, CT

- Taught elementary and middle school students how to develop games using Java and how to build websites with HTML and CSS.

### AWARDS

#### WWDC 2019 Scholar · Apple

JUN 2019 · SAN JOSE, CA

- Awarded a student scholarship to attend Apple's 2019 Worldwide Developers Conference in San Jose, California.
- Developed interactive Swift Playground using SpriteKit.
- Networked with Apple engineers and designers about the latest in iOS development and received feedback on my apps.

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### EDUCATION

#### Cornell University · Computer Science

GPA 3.31 · College of Engineering

### APPS



#### Rong

Most recently released game built using SpriteKit and featured on the App Store with over 1,000 users.



#### Detour

First released 3D game built using SceneKit with 3,500 users. Modeled assets with MagicaVoxel.



#### DHS Schedule

Schedule app I built for my high school using UIKit with over 500 users.



#### Gummy Gap

First published app built using SpriteKit with Game Center support and has almost 4,000 users.



#### Mining Madness

Second published app built using SpriteKit with 400 users.

### SKILLS

#### Proficient

Xcode · Swift · SwiftUI · UIKit · Firebase · GIMP

#### Experience

Core Data · CloudKit · Java · Python · Git

#### Familiar

HTML · CSS · JavaScript · UI/UX

### INTERESTS

Rubik's Cube Speedsolving · PC Building · HQ Trivia · Piano · Hiking · Fitness