

# Reade Plunkett

## iOS Engineer

### EXPERIENCE

#### Apple

MAY 2022 - AUG 2022 · CUPERTINO, CA

- iOS Engineer Intern that worked on Apple News and Stocks.

#### Wellnest Journal

MAY 2020 - JUL 2021 · ANN ARBOR, MI

- Led the development of an award-winning journaling app that prioritizes student's mental health and has over 6,000 users.
- Received a pre-seed round of funding at a \$6 million valuation.
- Integrated key Apple technologies including SwiftUI, UIKit, CoreData, Biometrics, and In-App Purchases.
- Implemented a scalable Firebase backend with end-to-end database encryption, authentication, and cloud functions.

#### HockeyTAG

SEP 2020 - AUG 2021 · ITHACA, NY

- Collaborated with the head coach of Cornell's field hockey team.
- Developed *HockeyTAG*, an iPad app that streamlines the process of scripting video analysis for field hockey games.
- Maintained the software while it was used by the USA Women's National Field Hockey Team and South African Field Hockey Team in the 2020 Tokyo Olympic Games.

#### Cornell AppDev

OCT 2019 - PRESENT · ITHACA, NY

- Served as iOS Lead for two semesters, overseeing the iOS development across all of AppDev's apps.
- Organized and led weekly sub-team meetings and stand ups.
- Contributed to Eatery, an open-source app over 3,500 students use daily to track the meals at dining halls by automating the log-in process and building out the new user onboarding flow.
- Developed *CourseGrab*, an app that sends students notifications when a full class opens up and is used by over 3,000 students.

### AWARDS

#### Apple WWDC 2019 Scholar

JUN 2019 · SAN JOSE, CA

- Awarded a student scholarship to attend Apple's 2019 Worldwide Developers Conference in San Jose, California.

[readep.github.io](https://readep.github.io)

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### EDUCATION

**Cornell University** · College of Engineering

B.S. in Computer Science · Class of 2024

### PERSONAL APPS



#### Rong

Most recently released game built using SpriteKit and featured on the App Store with over 1,200 users.



#### Detour

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



#### 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 over 400 users.



#### DHS Schedule

Schedule app I built for my high school using UIKit with 600 users.

### SKILLS

#### Proficient

Xcode · Swift · UIKit · SwiftUI · Firebase · GIMP

#### Experience

Obj-C · CoreData · CloudKit · Java · Python · Git

#### Familiar

HTML · CSS · JavaScript · UI/UX

### INTERESTS

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