Reade Plunkett

iOS Engineer

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EXPERIENCE

iOS Engineer · Wellnest

MAY 2020 - PRESENT · ANN ARBOR, MI

- Developed two MVPs for a mobile journaling app for college students to practice mindfulness with 1,300+ 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 of coch 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

- Worked on *Eatery*, an 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.

EDUCATION

Cornell University · Computer Science

AUG 2019 - MAY 2023 · ITHACA, NY

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.

SKILS

Proficient
Xcode · Swift · SwiftUI · Firebase · GIMP

Experience
Java · Python · Git

Familiar
HTML · CSS · Sketch · Figma

INTERESTS

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