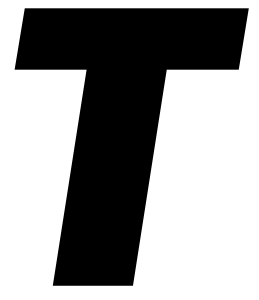
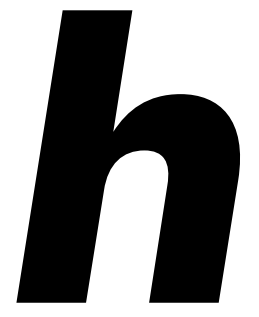
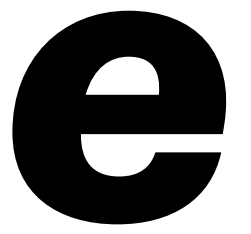
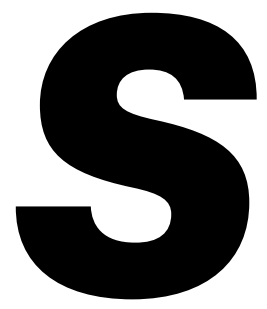
What Do I Need to Know?

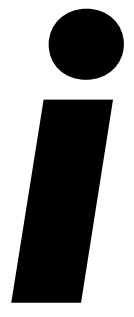
Technical Skills to Learn

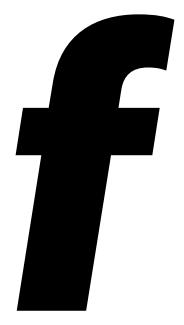


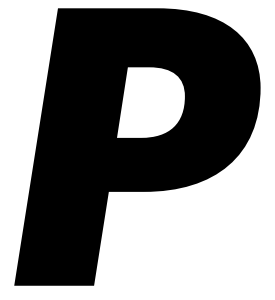


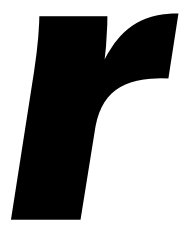


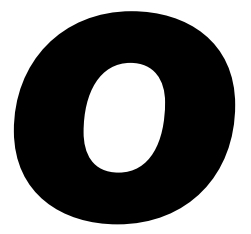


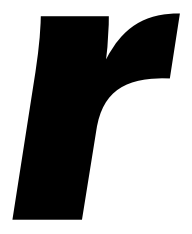












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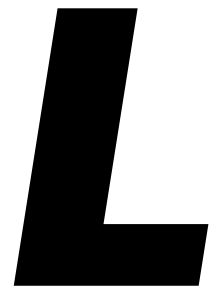

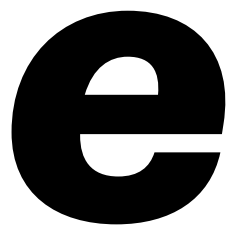

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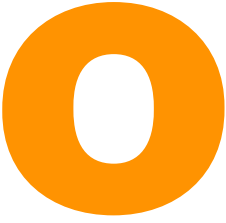

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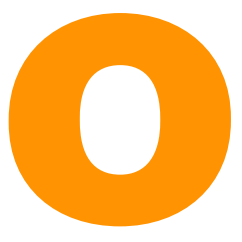

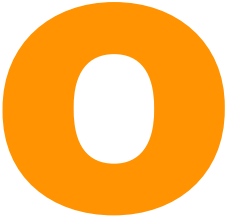

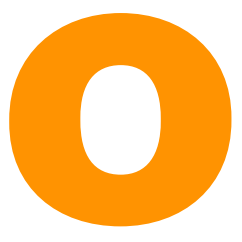

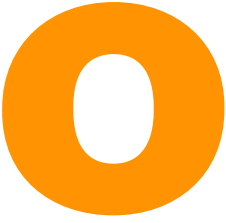

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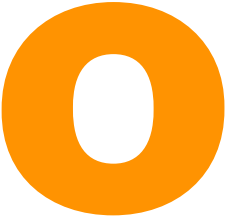

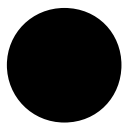

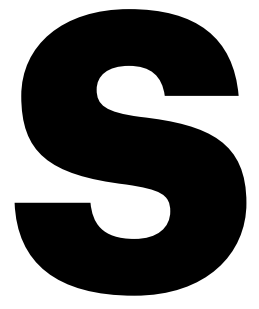

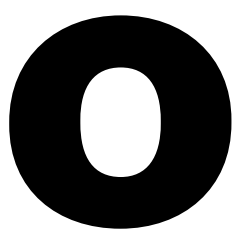

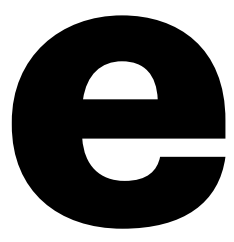

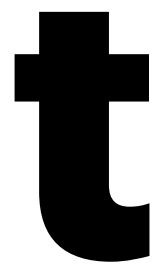

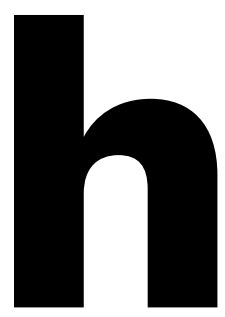

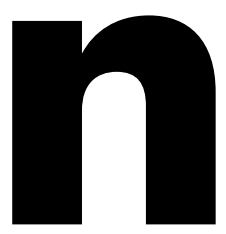

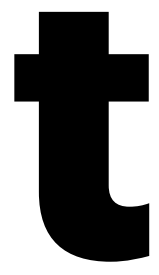

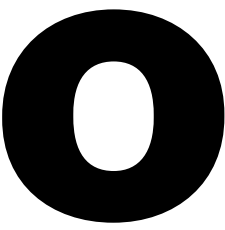

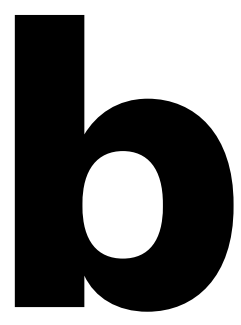

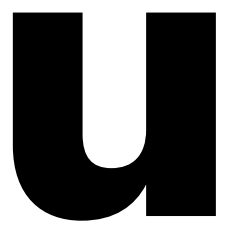

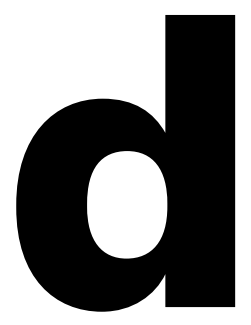

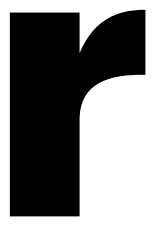

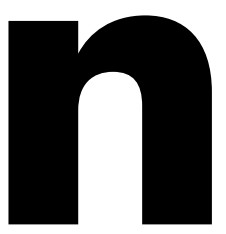

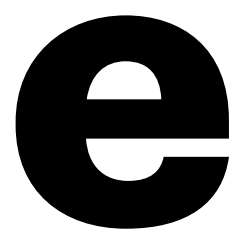

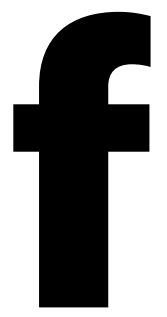

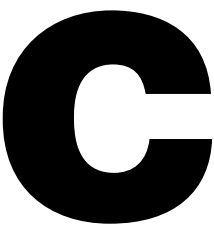

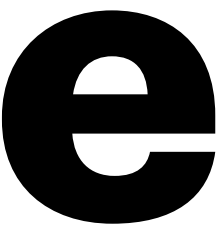

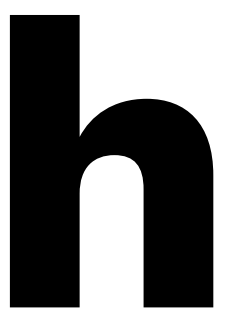

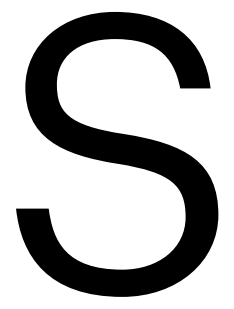

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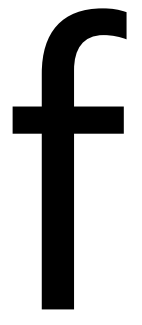

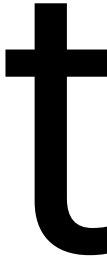

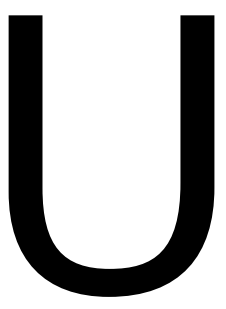

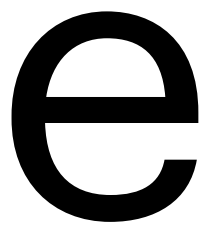

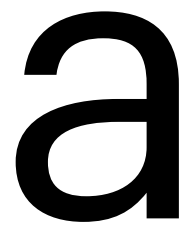
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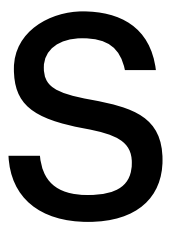

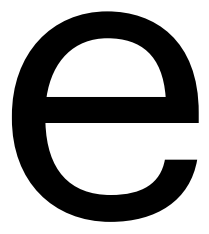

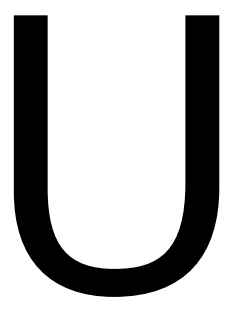

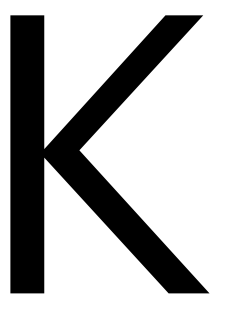

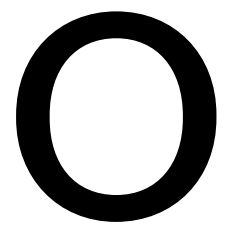

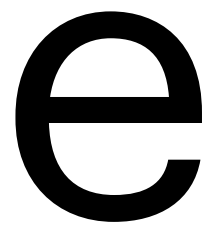

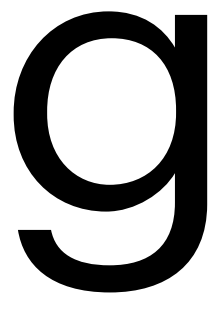

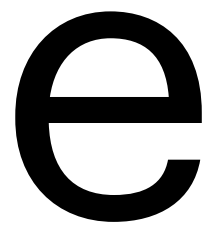

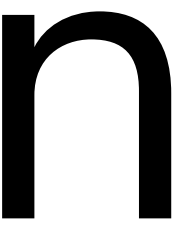

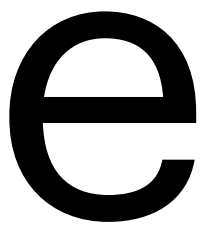

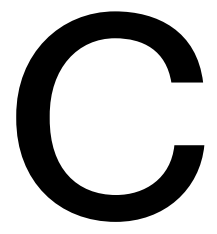
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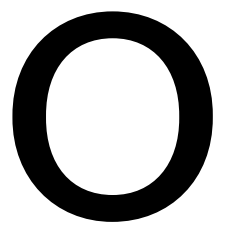

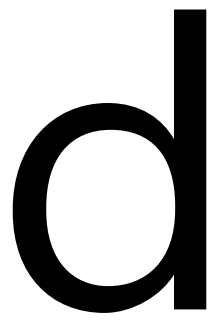

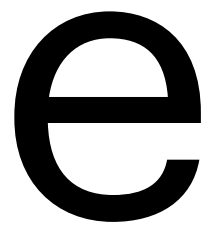

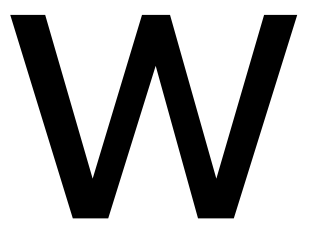

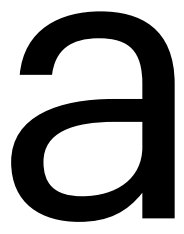
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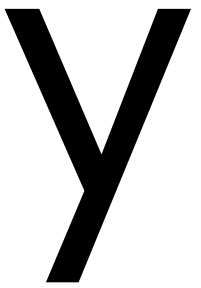

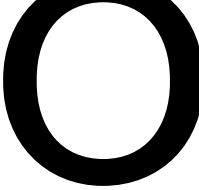

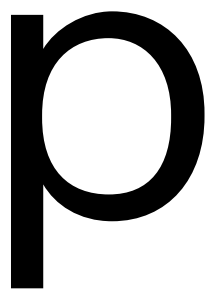

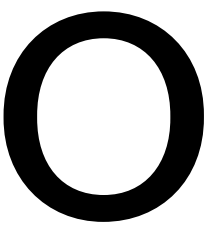

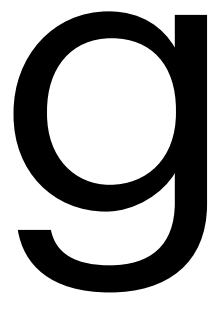

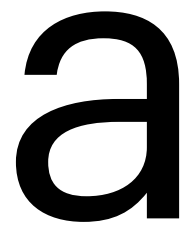
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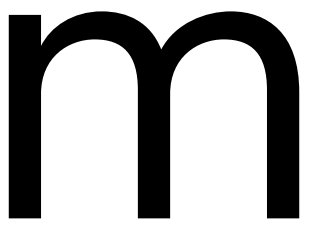

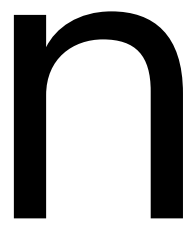

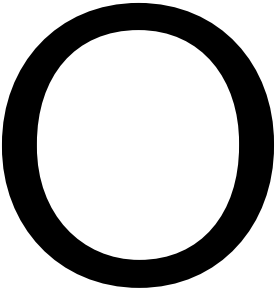

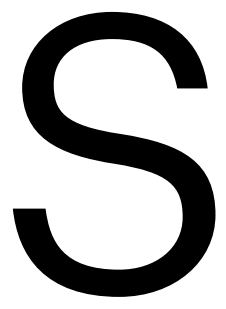

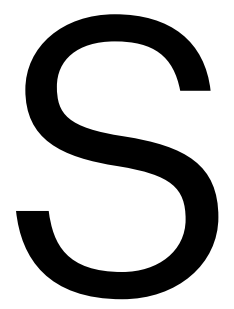

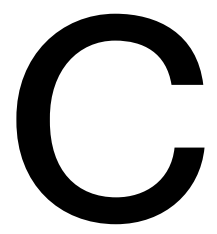
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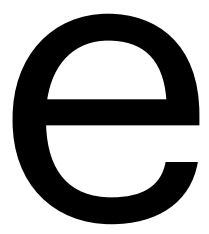

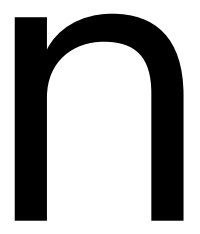

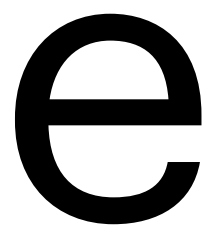

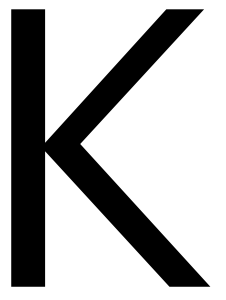

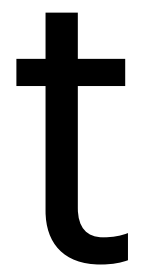

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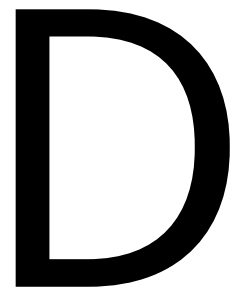

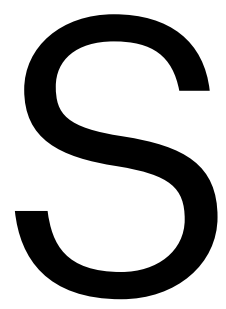

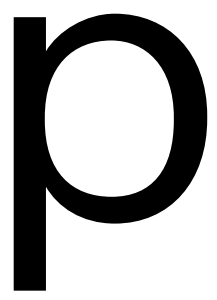

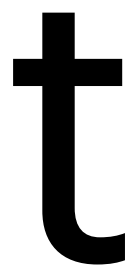

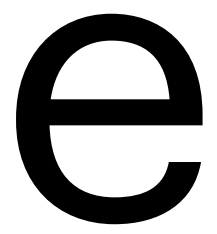

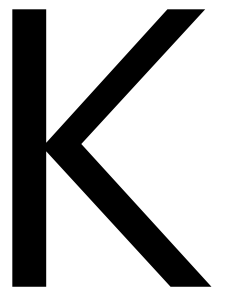

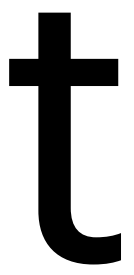

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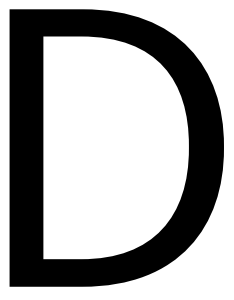

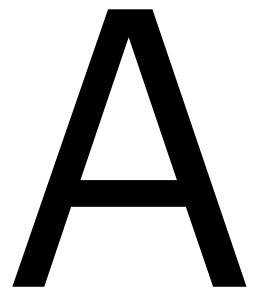

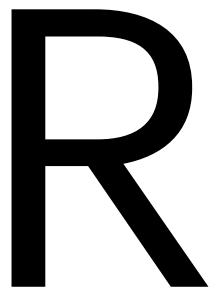

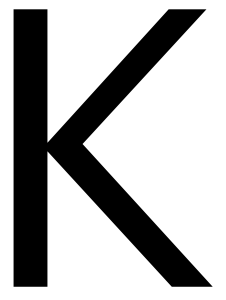

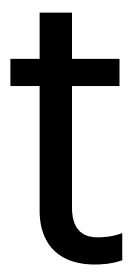

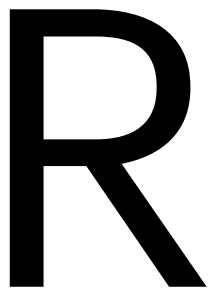

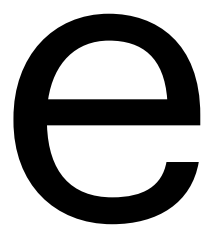

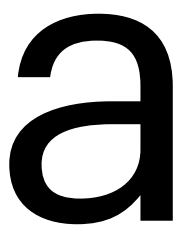

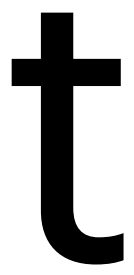

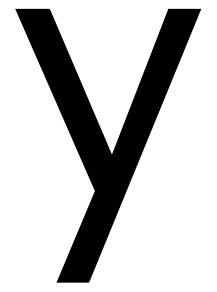

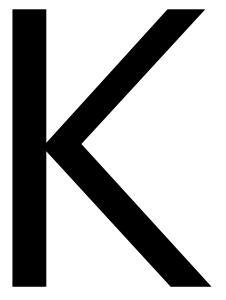

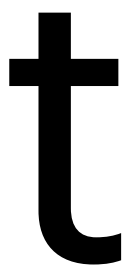

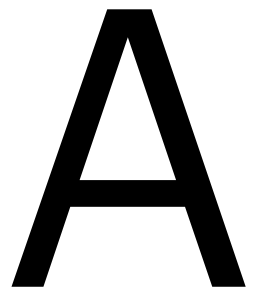

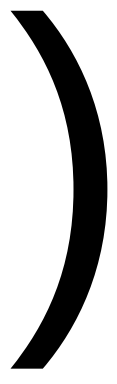

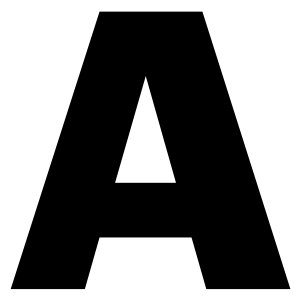

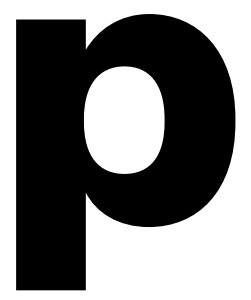

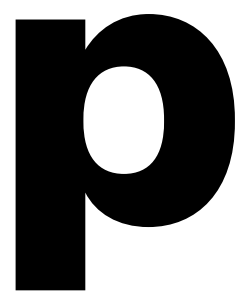

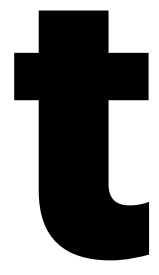

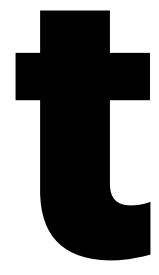

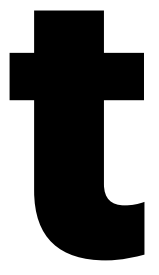

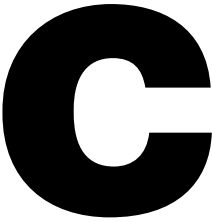

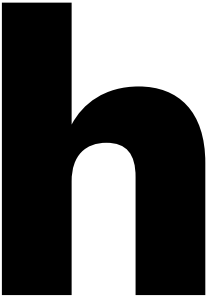

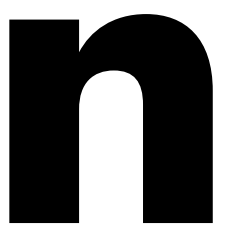

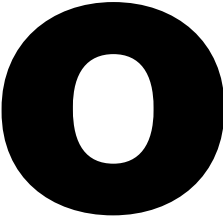

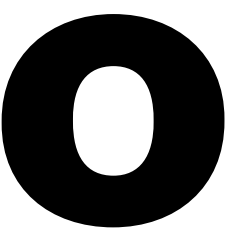

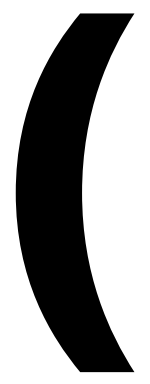

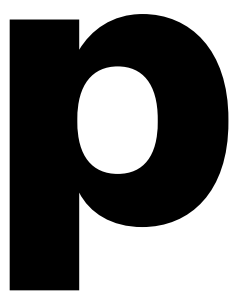

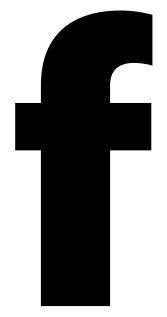

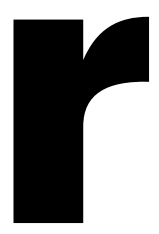

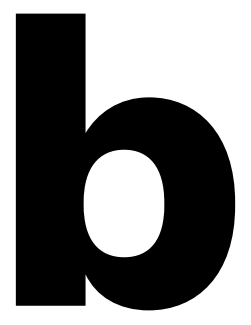

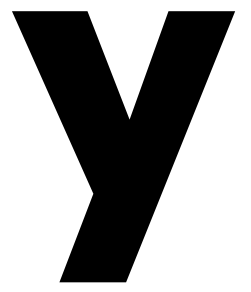

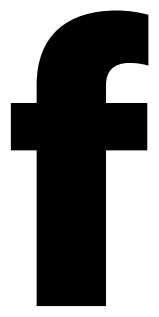

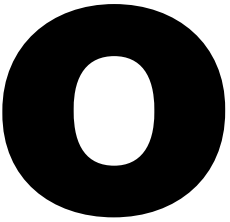

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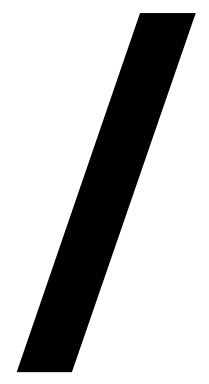

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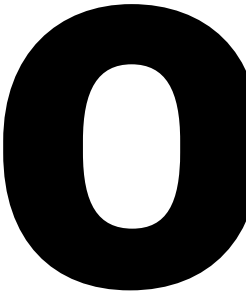

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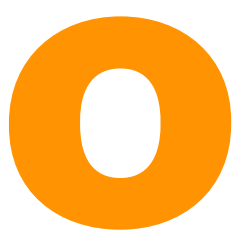

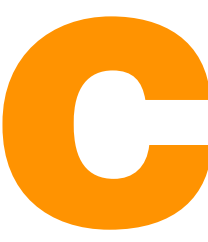
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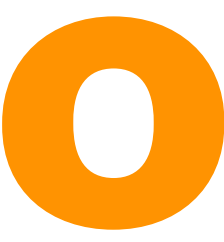

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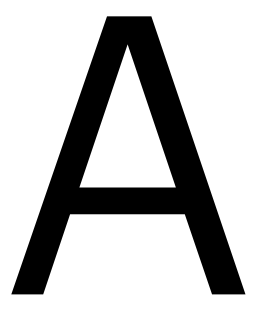

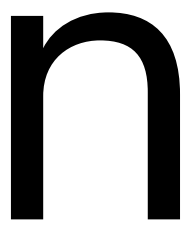

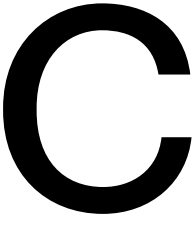

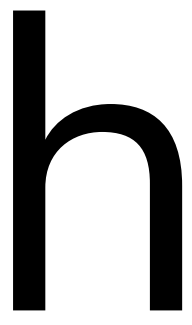

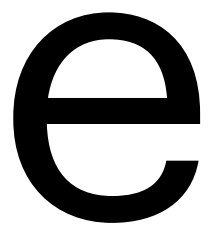

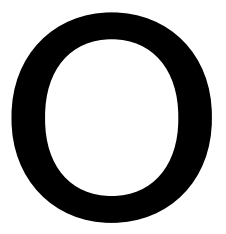

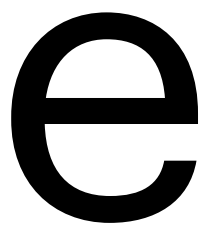

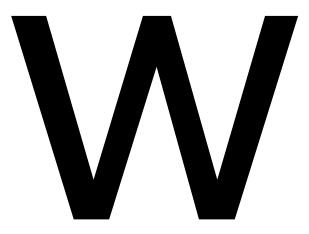

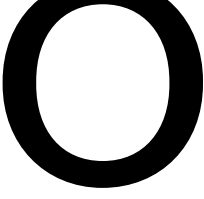

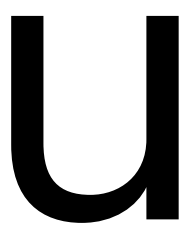

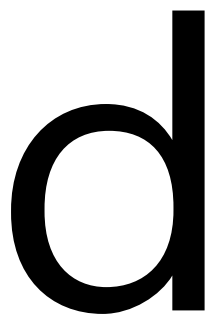

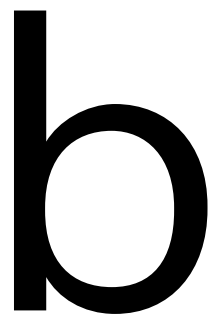

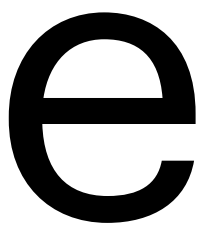

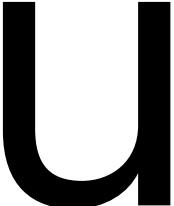

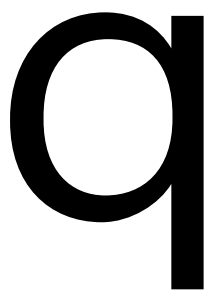

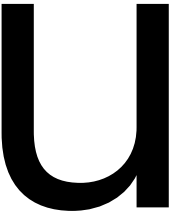

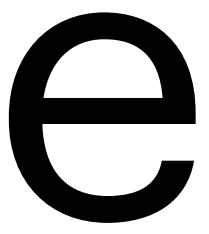

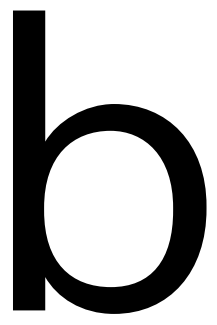

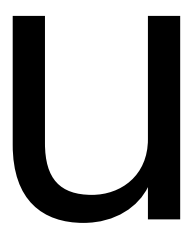

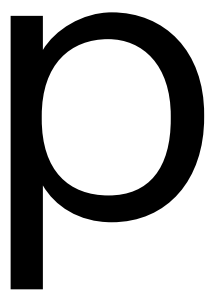

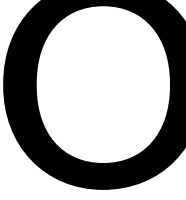

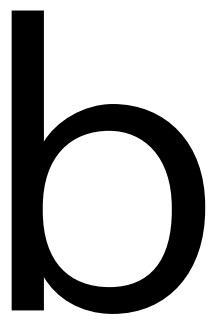

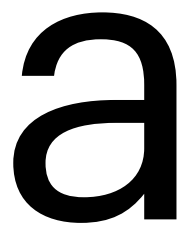

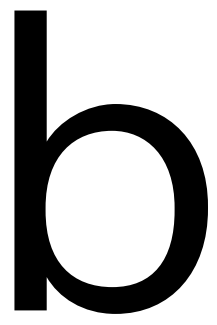

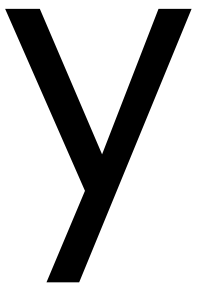

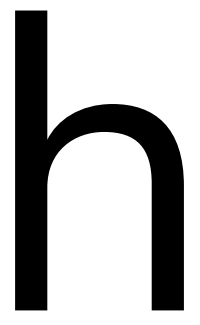

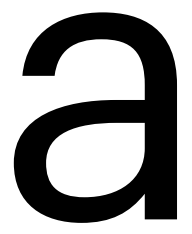
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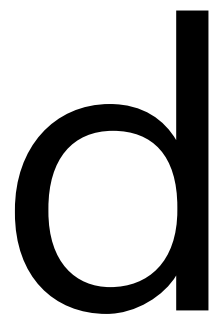

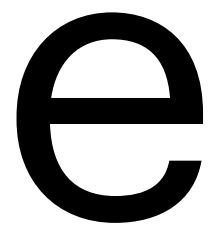

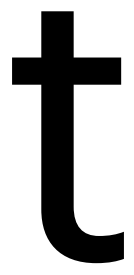

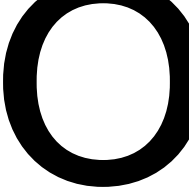

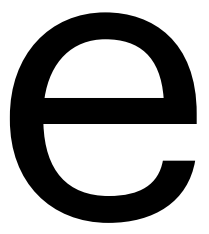

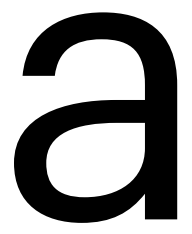
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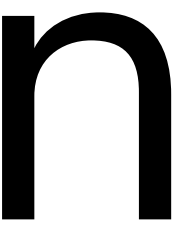
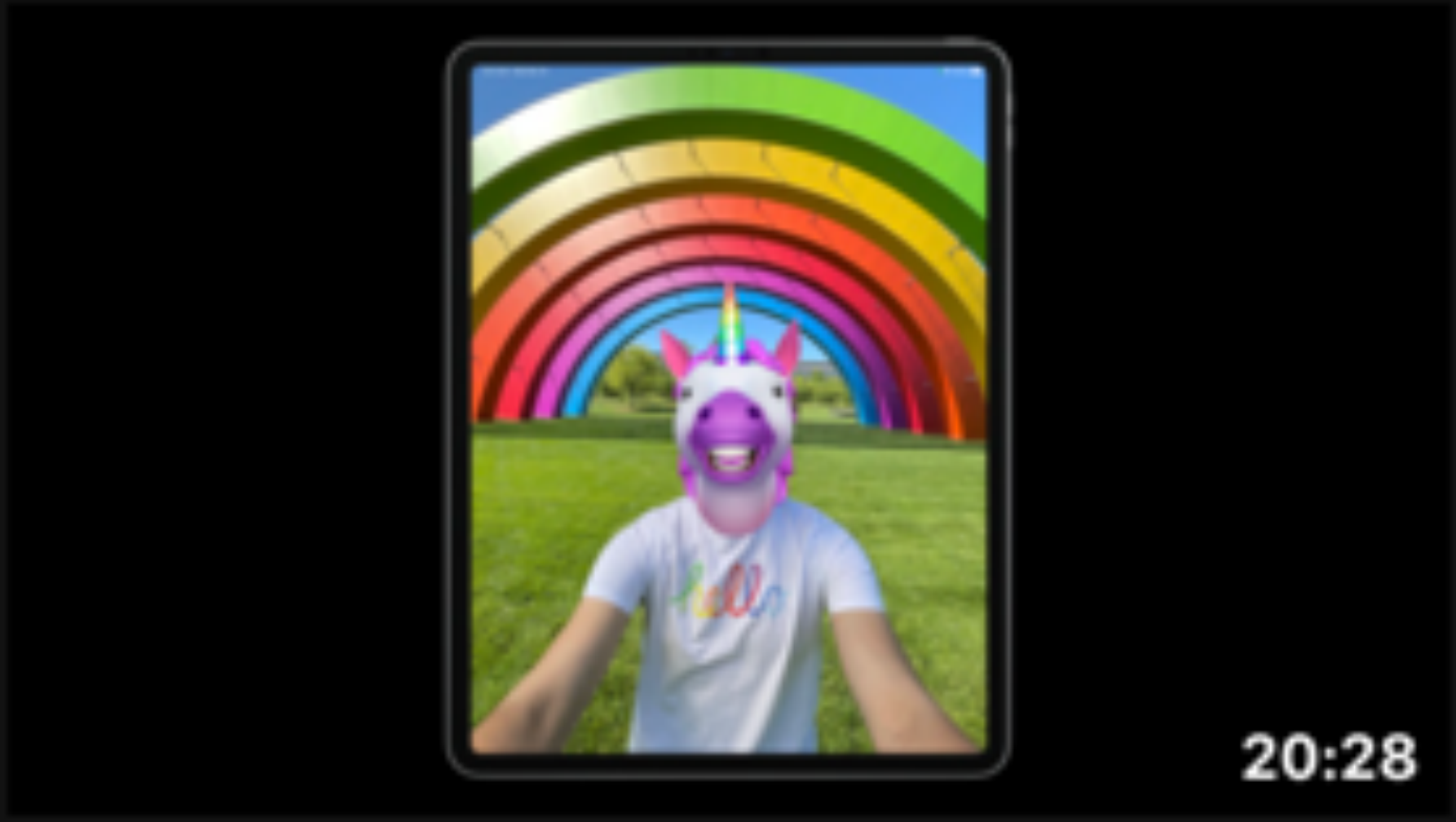


- ***The Swift Programming Language***
  - **https://docs.swift.org/swift-book/GuidedTour/GuidedTour.html**

- **Something to build user interface with**
  - SwiftUI (easier), UIKit (more generic, older way of programming iOS)
  - SceneKit (3D) | SpriteKit (2D) | ARKit, RealityKit (AR)

- **Apple's latest technologies (preferably from WWDC21/20)**
  - **https://developer.apple.com/videos/all-videos/**
  - A niche one would be unique, but probably harder to learn

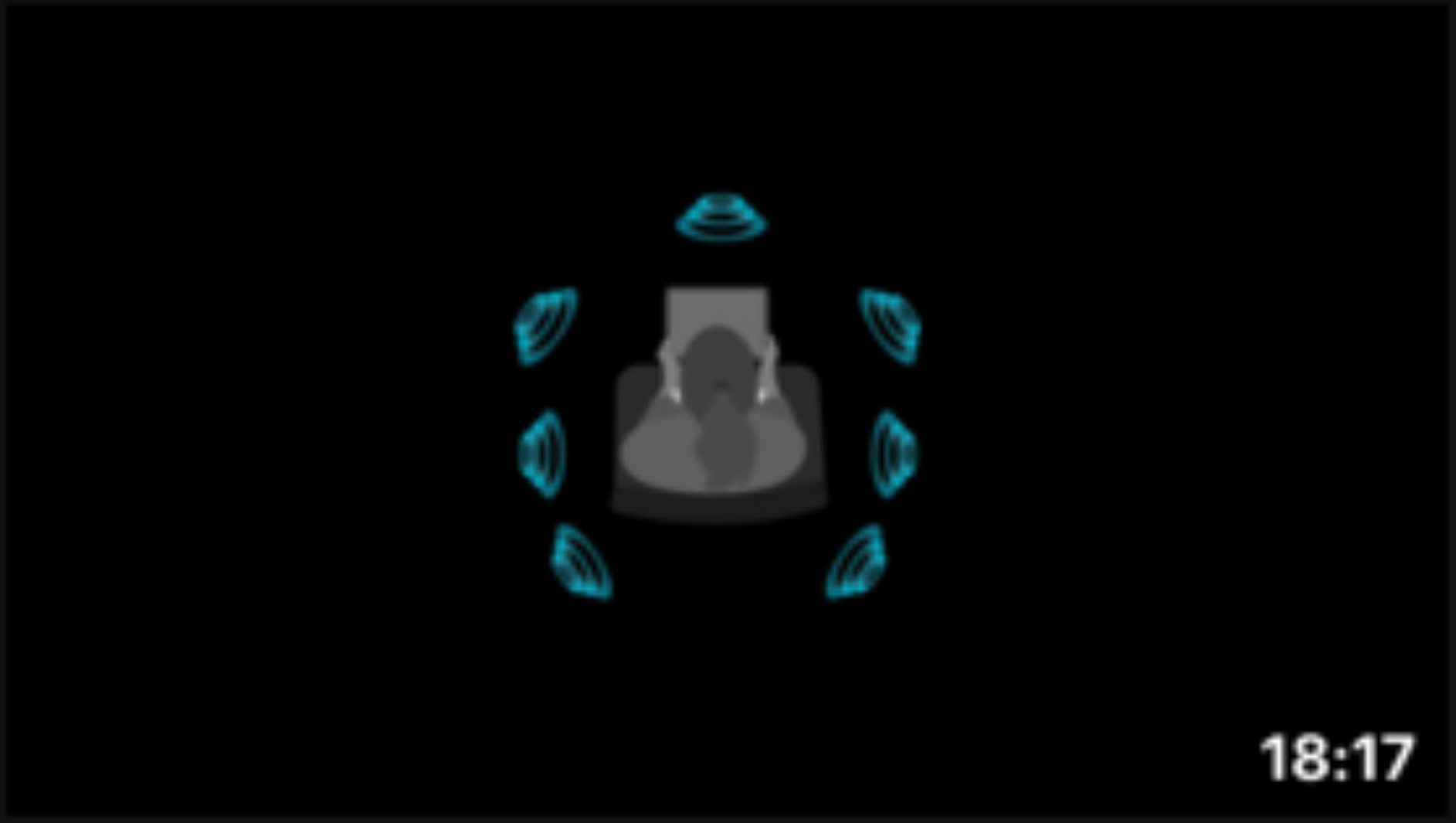


Explore ARKit 5

Dive into RealityKit 2

Detect people, faces, and poses using Vision

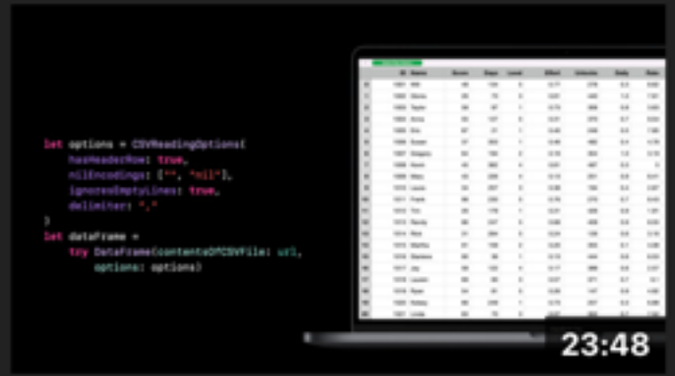
Design for spatial interaction



Immerse your app in spatial audio

Bring accessibility to charts in your app

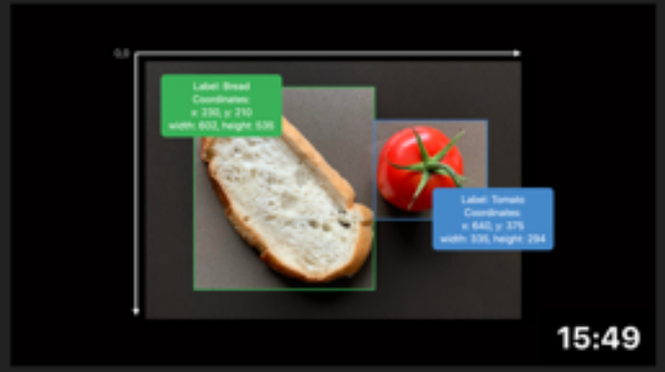
Extract document data using Vision



Explore and manipulate data in Swift with TabularData

Tech Talks · iOS, macOS

Discover how you can use the TabularData framework to load, explore, and manipulate unstructured data in Swift — whether you need to pre-process data for a machine learning task or digest data on-the-fly in your app. Learn how this framework can help you handle large datasets, join multiple...



Improve Object Detection models in Create ML

Tech Talks · iOS, macOS

When you train custom Core ML models for object detection in Create ML, you can bring image understanding to your app. Discover how transfer learning allows you to build smaller models with less training data. We'll also take you through some of the advanced parameters in Create ML that help you...