

# ALEX RIGL

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## SUMMARY

iOS developer with a background in SwiftUI, UIKit, UI/UX design, and product development. Experienced in working with cross-functional teams to deliver high-quality and scalable applications.

## EDUCATION

### Chapman University

B.S in Computer Science, Minor in Game Development Programming | 2017 - 2021

## PROFESSIONAL EXPERIENCE

### World Champion Fantasy – Chesterfield, MO (Remote)

Lead Developer | Feb 2022 – Present

- Worked on the development of PlayerX: an Esports streaming and fantasy app with Live and VOD video content (Edg.io + JWPlayer), ad-server integrations (Springserve), user signups, and top of the line UI/UX features.
- Developed in SwiftUI by a small team of developers, with a NoSQL backend fed by GraphQL and REST API's
- Worked alongside Religion Studio to formalize product and brand strategy by coordinating development efforts with other vendors (GRID, Edg.io, Springserve, and Venture Capital Firms)
- Gave presentations and communicated with potential investors to raise capital and facilitate organic marketing
- Worked in Python to create a comprehensive event scheduler for thousands of online tournaments utilizing GRID (Esports Data and Video Provider) and Google Calendar API's to manage online events effectively
- Collaborated with IP attorneys to design 20+ trademarks and patents to protect product features

iOS Developer & UI/UX Designer | Jul 2020 – Jun 2021

- Worked on the development of a new product utilizing my experience in UX Design and App Development
- Created complex interactive prototypes in Figma and After Effects to showcase product features to investors
- Formulated design plans for the product, and developed prototypes in iOS and Android for specific features

### Brain Institute – Orange, CA

iOS Developer | Nov 2020 – Dec 2021

- Made scientific experiments in Swift that test users for mental suggestion utilizing mind tricks and REST API's
- Coordinating with artists and voice actors for various projects, and organizing user testing through Testflight
- Utilized various skills: Firebase API, Facebook API, UIKit, PDFKit, AVKit, Testflight, Core Data, Alamofire

### Thermo Fisher Scientific – Fremont, California

Associate Software Engineer | May 2018 – Aug 2018

- Analyzed large databases of incredibly precise medical device-related information for over thirty instruments
- Utilized R to create a program that analyzes the validity of Excel worksheets and exports summarized results
- Gained experience in Lablink and Access, how to store data, utilizing labs and databases

## PERSONAL PROJECTS

### Witch Food: iOS Application [[App Store](#)]

Sole Creator / Developer

- A magical app for deciding what to eat, choose your preferred food or restaurant, and let the app handle the rest
- Very unique art style with custom animations, artwork made from scratch, and many customization options
- Published on the iOS App Store, organized user testing through Testflight, made in SwiftUI

## TECHNICAL SKILLS:

Languages and platforms: Swift, SwiftUI, Objective-C, Python, SQL

Apple Ecosystem: Testflight, Cocoapods, MacOS

Frameworks: SwiftUI, UIKit, Core Data, PDFKit, AVKit, Alamofire

API's: Google Places and Calendar, Facebook, GRID, Twitch (includes contributions), Firebase, Steam, JWPlayer