

## Avery Pierce (they/them)

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I'm a senior software engineer and manager, with a taste for building fully native iOS apps and lightweight websites (full-stack).

I've been writing code in one form or another for over 15 years! Right now, my core skill set is Swift, Typescript (especially Deno), and React, but I also have experience with a variety of other tools and languages which are listed below. I'm very resourceful and self-motivated – nearly all of my programming skills are self-taught through books, videos, and blogs.

I'm excited about building lovable tools that empower people in their day-to-day lives. That means writing clean code and designing intuitive and powerful user interfaces – it's easy to love software that loves you back!

### Skills & Tools

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Swift, SwiftUI, UIKit, Typescript, Deno, node.js, npm, Yarn, React, React Native, RxSwift, ReactiveSwift, Xcode, Visual Studio Code, Git, Github, Gitlab, Gitlab Pipelines, Bitrise, HTML, CSS, Javascript, Mongo DB, SQLite, Postgres, Docker, Java, Kotlin, Android Studio

### Grindr – Senior iOS Engineer – Chicago, IL

December 2023 - Present

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Grindr is the #1 dating a chat app for the LGBTQ+ community. The Grindr app for iOS is a native swift app using UIKit and SwiftUI. I primarily worked on Grindr's "Right Now" feature.

- Kicked off the development of the Right Now feature for casual meet-ups.
- Tons of experience with feature flags and A/B tests.
- Translated designs from figma into native code (UIKit / SwiftUI).

### Spin – Engineering Manager, Fleet Lifecycle – Remote

August 2022 - June 2023

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The fleet lifecycle engineering team at Spin is responsible for building and maintaining software used by the Spin operations team to locate and track IoT vehicles in the field. I managed this team as the company's fleet transitioned to our new parent company's software platform.

- Led a team of engineers based both in the US and Mexico.
- Transitioned the Spin Team's release cycle from 4 times a year to twice a month to improve confidence in the product and alleviate "release anxiety".
- Mentored engineers to help them develop their skills.
- Led the development of a mobile app SDK for Tier to handle municipal micromobility regulations in the US.

**Key Skills:** Mentorship, code reviews, React Native, Typescript, Javascript, Automated Deployment, Bitrise, App Store, Google Play Store, Testflight.

### Spin – Senior Mobile Product Engineer, Rider Experience – Remote

August 2019 - August 2022

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The Spin mobile app is a hybrid React Native application (React Native coupled with some fully-native components written in Swift and Kotlin) that allows users to rent scooters and ebikes in their city. It was also used by our parent company, Ford, to prototype their ride-hailing service. I was a lead engineer for this product.

- Implemented several user-facing features in the app, including vehicle reservations, group rides, and point-of-interest ETA.
- Implemented an App Clip written in Swift for a streamlined onboarding flow (highlighted by Apple in the WWDC20 keynote).
- Led the team through a full-app design refresh, by constructing reusable UI components based on our design team's new styleguide.
- Primary front-end engineer for Ford AV ride-hailing prototype.

- Built and maintained a CI/CD pipeline for our mobile apps using Bitrise.

**Key Skills:** React Native, Typescript, Javascript, Swift, UIKit, SwiftUI, Xcode, XCTest, VSCode, Cocoapods, Kotlin, Bitrise, App Store, Google Play Store, Testflight, MVVM, MVC, Redux, JSON, RESTful API, Networking, Location Services, Agile, node.js, Jest testing, Unit tests, Code Reviews, Automation.

## **Parts Town – Senior iOS App Developer – Addison, IL**

May 2016 - August 2019

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Parts Town is a distributor of replacement parts for commercial kitchen equipment. The Parts Town app provides e-commerce and reference functionality.

- Sole iOS app developer at Parts Town for 3 years.
- Added several features to the flagship Parts Town app, including interactive wire diagrams, synchronized manuals, and chat-based customer service.
- Designed nearly all the icons and UX for the Parts Town App for iOS.

**Key Skills:** Swift, UIKit, Xcode, Cocoapods, App Store, Testflight, MVVM, MVC, JSON, RESTful API, Networking, Agile, node.js, Express, Jest testing, Unit tests, Code Reviews, Automation.

## **Education**

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University of Wisconsin – Milwaukee (UWM), Milwaukee, WI

BBA Information Technology Management, 2012