Avery Pierce (he/him)

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I'm an iOS app developer, with a taste for fully native apps built with Swift and UIKit.

I've been writing code in form or another for over 10 years! Right now, my core skillset is Swift, Node.js, and Typescript, 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 awesome tools that empower people do their jobs more effectively. That means writing clean code, and designing intuitive and powerful user interfaces.
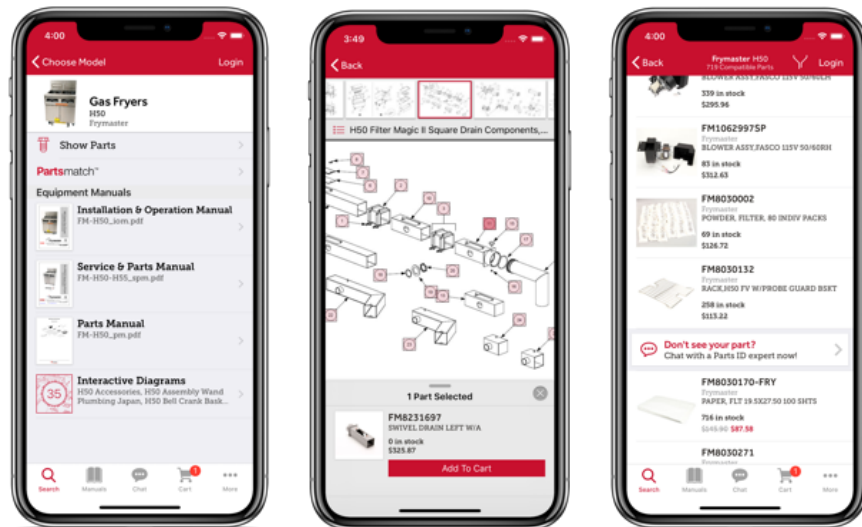
Skills & Tools

Swift, Objective-C, Node.js, Typescript, Xcode, Visual Studio Code, Git, SourceTree, Gitlab, Gitlab Pipelines, HTML, CSS, Javascript, React, Angular, Mongo DB, SQLite, Postgres, Docker, Java, Kotlin, Android Studio

Parts Town – Senior iOS App Developer – Addison, IL
May 2016 - Present

Parts Town is a distributor of replacement parts for commercial kitchen equipment. The Parts Town app provides e-commerce and reference functionality. The app currently has 4.8 stars on the iTunes app store.

- 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 order history.
- Designed and built an API middleware, written in node.js & typescript, that enables the Parts Town mobile apps to interface with our back-end e-commerce system. Added thorough test coverage of this system.
- Successfully managed app compaibility as the company transitioned from one e-commerce platform to another.
- Designed nearly all the icons and UX for the Parts Town App for iOS.
- Piloted a brand new app for our UK subsidiary, First Choice Catering Spares.
- Built variations of the app with custom skins for some of our corporate partners.

- Successfully migrated the app from Swift 2 to Swift 5 over the lifetime of the app.
- Performed emergency support on the Android app when needed.
- Conducted interviews for new programmers in the team as it grew.

Independent iOS App Developer
2011 – 2012; 2015

2015: I came up with a way to deep-link digital business cards in a website so that they could be downloaded to a device. I developed and published the iPhone app Rectango (no longer available) in conjunction with the Digidex format for digital business cards as a proof of concept. See: rectangoapp.com and digidex.org.

2011 - 2012: Developed a iPhone game called Kardball, based on a card game that was invented by a family member. (This app is no longer available in the app store).

RR Donnelley – Technical Support Analyst / Developer – Elgin, IL
June 2012 - May 2016

- Provided remote technical support for enterprise tools and applications for users across the United States.
- Developed and supported applications for OS X and the web that are tightly integrated with existing enterprise systems for use within the company.
- Developed and supported server-side tools for workflow automation.

UWM Help Desk – Level 1 Consultant / Shift Supervisor – Milwaukee, WI
September 2008 – May 2012

The UWM Help Desk assists students, faculty, staff, and applicants with a wide range of issues including desktop software for both Windows and Mac operating systems, online course enrollment, email, calendar, and account access. I began as a level 1 consultant, assiting customers over the phone and in the campus computer labs. I was later promoted to shift supervisor.

Education

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

BBA Information Technology Management, 2012