

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 awesome tools that empower people to do their jobs more effectively. That means writing clean code and designing intuitive and powerful user interfaces – it's easy to love software that loves you back!

Skills & Tools

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

Spin – Engineering Manager, Fleet Lifecycle – Remote

August 2022 - June 2023

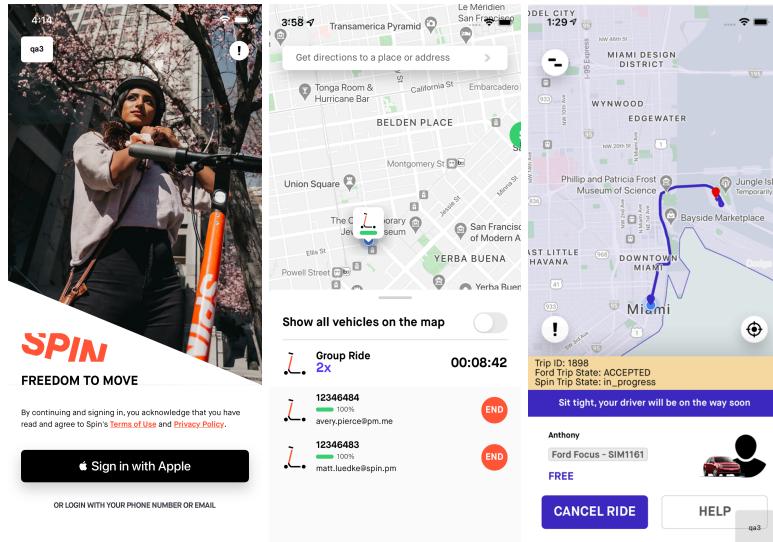
The fleet lifecycle engineering team at Spin is responsible for building and maintaining software used by the Spin operations team to locate and track IoT vehicles in the field. I managed this team as the company's fleet transitioned to our new parent company's software platform.

- 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.

Spin – Senior Mobile Product Engineer, Rider Experience – Remote

August 2019 - August 2022

The Spin mobile app is a react-native application 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-

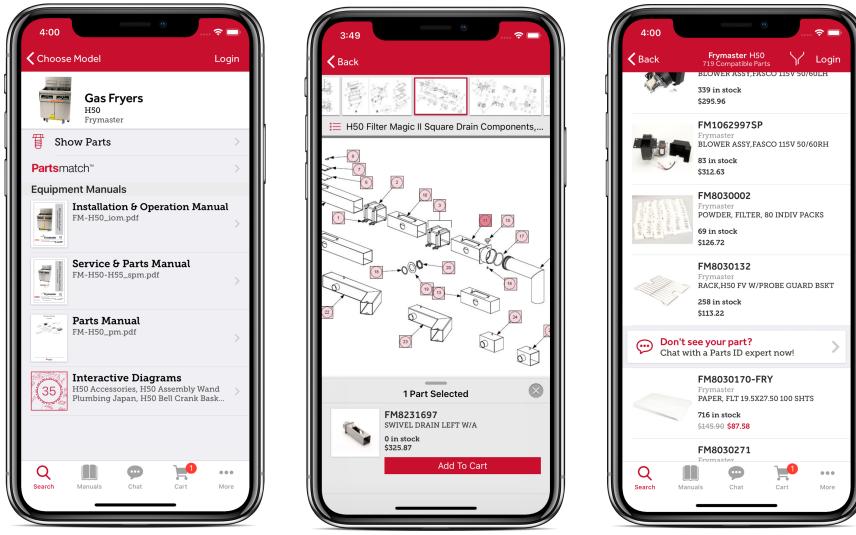
of-interest ETA.

- Implemented an App Clip 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.

Parts Town – Senior iOS App Developer – Addison, IL

May 2016 - August 2019

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.

Education

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

BBA Information Technology Management, 2012