

# Timothy Bausch

## About

I am an iOS Developer who is focused on building applications that enhance the lives of others. I have over one year of experience building iOS applications and four years of software and web development experience.

## Contact

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🌐 [linkedin.com/in/timothybausch](https://www.linkedin.com/in/timothybausch)

## Portfolio

🔗 [github.com/baus8650](https://github.com/baus8650)

🌐 [timbauschdev.herokuapp.com](https://timbauschdev.herokuapp.com)

## Skills

Swift

SwiftUI

Unit/UI Testing

Test Driven Development

CocoaPods

Xcode

iOS Development

Git

## Education

### UC Santa Barbara

Music Theory, Ph.D.

*Emphasis in Cognitive Science*

2018 - 2022 *Coursework only*

### University of Louisville

Music Theory, M.M.

2016 - 2018

### SUNY Fredonia

Percussion Performance, M.M.

Music Composition, M.M.

2013 - 2016

## Experience

### Quizlet

#### iOS Engineering Intern

June 2022 – September 2022

- **Led the Quizlet Engagement Widget from prototyping to production.**
  - Implemented the widget as a hackweek project, where it received the "Most Shippable" and "Crowd Favorite" awards.
  - Worked to ship the feature as the engineering project lead and sole developer.
  - Collaborated with designers and a PM to productionize the feature.
  - Introduced the first integration of SwiftUI into the codebase.
  - Wrote documentation for the widget integration, setting up App Groups, and certificates and provisioning profiles.
- **Consulted with the design team to deliver redesigned UI.**
  - Integrated feature flags and A/B testing to maintain scheduled distribution.
  - Engineered views using custom CollectionViewCells, compositional layout, RxSwift, and unit testing.
  - Built a modular search module utilizing CoreGraphics to natively style the view.
  - Reformed the main logo to reflect the subscription status of the user and fixed misaligned elements on the home screen.

## Projects

### Music by Numbers 🔗

November 2021 - Current

- Crowdsourced beta testing with TestFlight and shipped to the App Store.
- Engineered with CoreData, CollectionViews, TableViews, and CoreGraphics.
- Authored the JSON file containing all of the pitch class sets.

### Fireside Locus

January 2021 - August 2022

- **Produced the companion iOS application.** 🔗
  - Designed to consume the Fireside Locus API to store information in CoreData for retrieval without internet access.
  - Customized an algorithm to automatically generate weekly schedules reducing an eight-hour process to one.
- **Designed and developed the website.** 🔗
  - Utilized Django and ReactJS to build a custom REST API to store camper and counselor data for the Luzerne Music Center.
  - Generates schedules for 60+ campers every week and exports the files to PDF for distribution.
- **Added authentication to ensure the protection of privacy.**