

Blake Brandon

 Los Angeles, CA |  blake@blakejbrandون.com |  blakejbrandون

Technical Skills

- Languages: Proficient with Python, Swift; Experienced with C, C++, Go, Java, Javascript, SQL.
- iOS FrameWorks: Proficient SwiftUI, UIKit.
- iOS Architecture: Proficient with MVC, MVVM; Experienced with Coordinator Pattern, VIPER.

Work Experience

iOS Developer, Vortex Labs, Remote

Feb. 2025 - Oct. 2025

- Developed and maintained frontend for a fantasy football iOS app, with the strict deadline of the NFL season.
- Designed app architecture using a combination of UIKit logic and SwiftUI views.
- Oversaw staging and production builds for internal testing and app store releases.

iOS Developer, Forever Network, Culver City, CA

Feb. 2024 - Feb. 2025

- Led a small team responsible for launching an iOS app (V.O.A.T) from scratch in a 5 month timespan.
- Assembled several screens featuring reusable SwiftUI components, filtering, pagination, and REST api calls with loading animations.
- Constructed several services to handle authorization, networking, and analytics that are easily accessible throughout the application using dependency injection.
- Automated workflows to seamlessly create testing and release builds with Xcode Cloud.

iOS Developer, Champions Round, Culver City, CA

Oct. 2019 - June 2023

- Built, updated, and architected the main iOS application of a DFS and Sports Gaming application from seed stage up to the Series A round of \$7 million. Maintained a rating of 4.7 stars in the app store.
- Crafted several dynamic reusable components, utilized skeleton loading with shimmer, and built transition animations in order to create UI for several screens throughout the app.
- Fetched data using RESTful APIs as well as WebSocket subscriptions for realtime updates.
- Executed business logic to refresh and display data based on the current state of the app.
- Managed iOS test flight builds and production releases to the app store.
- Intergrated several third party technologies such as Firebase, Giphy, and Mixpanel.

Education

B.S. Computer Science, Stanford University, Stanford CA

Sept. 2015 - June 2019
(Graduated after LOA 2022)

- Relevant Coursework: CS108: Object Oriented Systems Design (Java), CS110: Principles of Computer Systems (C/C++), CS147: Human Computer Interaction (Swift), CS194 - Software Project (Swift).