Blake Brandon

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⌨ Technical Skills

- Languages: Proficient with Python, Swift; Experienced with C, C++, Go, Java, Javascript, SQL.
- iOS Architecture Patterns: Proficient with MVC, MVVM; Experienced with VIPER.
- iOS FrameWorks: Proficient with Combine, SwiftUI, UIKit; Experienced with Alamofire, AVFoundation, CoreAnimation, CoreLocation, StoreKit.

💼 Work Experience

iOS Developer, Forever Network, Culver City, CA — Feb. 2024 - Present

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

Research Intern, Strategic Global Advisors, Newport Beach, CA — May 2019 - Aug. 2019

- Wrote multiple Python scripts to scrape, parse, and store data in SQL databases.
- Tokenized and stored Japanese security transcripts in term frequency vectors to compare document similarity.

Software Engineering Intern, Sports Media Technology, Fremont, CA — June 2018 - Sept. 2018

- Examined, automated, and translated existing C sharp code using Python and Jenkins automation software.
- Implemented a Flask user interface to streamline game data sharing process from the company to their clients.

📕 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).