# Dennis Schröder

dennis@gmail.com

234-567-8910

Redacted, CA

Versatile software engineer with over 16 years of experience developing apps used daily by millions

# Work Experience

### Senior Software Engineer, Recent Startup – Redacted, CA

Nov 2020 — July 2023

- Led feature development for the flagship social media post creation app for iOS, Android, web and back end with 1,000 DAU using Swift, Objective-C, Kotlin, Java, React, TypeScript, Ruby on Rails and PostgreSQL
- Implemented multiple subscription tiers universally, resulting in 20% increase in paid user long-term value
- Architected and built calendar of upcoming holidays with related sets of social media templates, Al-assisted social post scheduling, and in-app option to upgrade a social media post to a paid Facebook and Instagram ad
- Empowered other devs on the team through leadership by mentoring junior engineers, leading process experiments, running agile development meetings, and setting standards for use of AI-assisted coding tools

# Senior Software Engineer, Redacted Interactive – Redacted, CA

Oct 2016 – Jan 2020

- Built and deployed a React Native replacement of the native Redacted Big Game on iOS and Android without down time for 1,000,000 DAU, gaining 50% fewer crashes, 66% faster initial load, and 33% better user ratings
- Developed security and gameplay features such as paytable encryption, jackpots, bonus rounds and free spins
  for top performing slot machines in the Redacted Meh Game for iOS and Android using C# and Unity
- Migrated slots from Unity targeting PC to make them available in Redacted New Game for iOS and Android

#### Full-Stack Developer, Redacted Dating Startup – Redacted, CA

2015 - 2016

 Developed selection and prioritization service, user profile pages, matchmaking UI and other MVP features for the seed-stage startup's flagship dating app on iOS using Objective-C, Python and Postgres

# iOS Engineer, Redacted Crypto Startup – Redacted, CA

2014 - 2015

 Developed QR code wallet sweep, multiple wallets, login screen, and other features for the seed-stage startup's flagship cryptocurrency wallet iOS app and back end using Objective-C, C, Python and Django

# Full-Stack Engineer, Redacted Now Acquired Startup – Redacted, CA

2011 - 2014

Developed UI and social features for 9 native and cross-platform mobile game apps for iOS and Android using
 Objective-C, Java, C++, PHP and MySQL resulting in top-grossing apps, unicorn startup status and acquisition

iOS Developer, Phone Book Software Company – Redacted, CA

2010 - 2011

Junior Software Engineer, Small AAA Gaming Studio – Redacted, CA

2007 - 2009

# Skills

Languages Swift, Objective-C, Kotlin, Java, C#, JavaScript, TypeScript, Ruby, Python, SQL

**Technologies** SwiftUI, React, Redux, Ruby on Rails, PostgreSQL, MySQL, Git, Bash, Docker, Heroku, AWS

# Education

No Name University – Bachelor of Science in Game Development

2006