

CLAYTON RIECK

[Email](#) ◇ [Website](#) ◇ [GitHub](#)

SUMMARY

Senior Fullstack Mobile Developer with 11+ years of experience building high-performance mobile apps and backend systems. Proven track record at enterprise companies and startups such as Apple and Peachi, driving innovation with SwiftUI, The Composable Architecture, React Native, NodeJS, and Flask. Passionate about delivering scalable solutions, enhancing user experiences, and collaborating with teams to build world-class applications.

SKILLS

Programming Languages Frameworks & Protocols

Swift, JavaScript, TypeScript, Python, SQL
SwiftUI, The Composable Architecture (TCA), Observation,
React (Web & Native), NodeJS, Flask, GraphQL (Apollo), RESTful
APIs, PySpark

Developer Tools

Git, Swift Package Manager, Expo, AWS CDK, Databricks,
CI/CD (Jenkins, GitHub Actions, Bitrise), Figma

Soft Skills

Cross collaboration, UI/UX Design, Project Management,
SCRUM, Kanban, Mentoring, Technical Leadership, En-
trepreneurial

EXPERIENCE

SiriusXM

2024 - 2025

Consulting Tech Lead - Frontend Web & Mobile Reliability

Remote

- Architected and deployed a Root Cause Analysis tool using React, NodeJS, Athena, Glue, S3, and AWS CDK, augmenting the client teams' ability to identify and address incidents swiftly.
- Led the development of a data analytics platform using PySpark, SQL, and Databricks, enabling client engineering and product teams to gain actionable insights into streaming metrics and user behaviors.
- Developed an ETL pipeline using PySpark and SQL, transforming streaming data into an S3 data lake, enabling observability via Elasticsearch and Kibana.
- Cross collaborated with client engineering leadership and product teams to define and establish playback KPIs and quality metrics.

About Objects

2024

Consulting Senior Software Engineer - VisionOS

Remote

- Developed a MVP for visualizing, manipulating and collaborating on Army Course of Actions (COAs) in real-time on the Vision Pro utilizing SwiftUI and the Observation frameworks.
- Using ARKit and RealityKit, created a head tracking algorithm in tandem with custom hand interactions to provide a platform for building context aware experiences.
- Created a suite of custom gestures for drawing, moving and manipulating assets across 3D topological maps.
- Developed a fully 3D command center using a blend of RealityKit, ARKit, Reality Composer Pro, and Blender for 3D asset creation.

Apple

2023 - 2024

*Consulting Senior Software Engineer - iOS and Backend**Remote*

- Developed and shipped a multi-device communication framework and application utilizing SwiftUI, Observation, and the Multipeer Connectivity frameworks for streamlining data collection processes resulting in higher quality benchmarking data around product performance in the current market.
- Oversaw the effort to harmonize and ingest our benchmarking application's data, enabling cross functional leadership teams to visualize and gauge product performance against the current market and derive key insights and features.
- Implemented and deployed the first Backend for Frontend (BFF) utilizing NodeJS and GraphQL to support three primary iOS applications, resulting in a reduction in lead times for new frontend features.
- Directed the team in bolstering testing infrastructure through emphasis on software design, refactoring strategies and conducting tech talks, live demos and mentoring sessions.

Peachi

2022

*Co-Founder + CTO**Remote*

- Led the development of Peachi, a first-of-its-kind marketplace fashion application that recommends outfits based on a user's unique style, built with React Native (Expo), and Python (Flask) for the frontend and backend respectively.
- Selected for the competitive NYC Antler accelerator program resulting in the development of a Sizing Calculator yielding a 27% uptick in organic sign ups and a 4% purchase conversion rate in under a week.
- Utilized and implemented agile and development best practices to define and deliver product features swiftly while maintaining high code quality.

Credijusto

2020 - 2022

*Consulting Senior Software Engineer - iOS and Backend**Remote*

- Developed a first-to-market fintech application, Covalto, using SwiftUI and The Composable Architecture.
- In close collaboration with Design and Product teams, provided expert knowledge on iOS design principles and experiences to help define MVP UX/UI and business requirements.
- Actively built and maintained the platform BFF written in Python, reducing friction in feature development and increasing overall observability.
- Led a team of two other iOS engineers with a focus on fostering a pair programming culture, maintaining engineering best practices and promoting heavy collaboration between interdisciplinary teams.

WeWork

2019 - 2020

*Senior iOS Engineer**NYC, NY*

- Led the efforts on iOS for supporting image attachments on support tickets resulting in a 20% reduction in ticket resolution times across all support categories on average.
- Led the redesign effort of the kiosk iPad app through gradual rearchitecting and modularization, resulting in a 50% increase in test coverage.
- Mentored and educated iOS engineers across the organization on software engineering best practices, testing principles/methodologies, and Continuous Integration/Delivery practices.

NBCUniversal

2017 - 2019

Software Engineer - iOS and Backend

NYC, NY

- Developed platform Backend for Frontends (BFFs), reducing third-party service downtime and cutting Mean Time to Recovery from days to hours.
- Enhanced AWS deployment automation, improving service reliability and delivery speed.
- Implemented Consumer-Driven Contract Testing (Pact), enabling faster, more reliable deployments and improving platform autonomy.
- Led Apple SSO integration across 9 brand products, ensuring seamless authentication.

SoundCloud

2016 - 2017

iOS Developer

NYC, NY

- Primary iOS developer for SoundCloud Go, implementing UI and payment infrastructure unlocking a new revenue stream for the company.
- Implemented feed-based advertisements on iOS and the backend (Scala) growing the company's Ad Products and Sales revenue.
- Spearheaded the modularization efforts of the Monetization iOS team, accelerating feature delivery.

PREVIOUS EXPERIENCE

The Hackerati - iOS Developer (2014 - 2016) – Developed consumer-facing iOS and web applications for various clients, including Nickelodeon's NOGGIN App, which launched Viacom into the streaming market for the first time.