CLAYTON RIECK

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GitHub ● Website

EXPERIENCE

Credijusto
Freelance Software Engineer

2020 - Present
NYC, NY

· Developing and building out a first-to-market fintech application using SwiftUI and the Composable Architecture.
· Collaborating closely with Design and Product teams to define MVP UX/UI and requirements while providing knowledge on iOS design principles and experiences.

WeWork
Software Engineer

2019 - 2020
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 guest sign-in kiosk iPad app on a visual and implementation level through a gradual rearchitecting into a more modular codebase resulting in an increase in test coverage by over 50%.
· Educated and mentored fellow engineers on the team and across the organization on software engineering best practices, testing principles/methodologies, and Continuous Integration/Delivery practices.

NBCUniversal
Software Engineer

2017 - 2019
NYC, NY

· Developed the initial platform BFFs (Backend For Frontends) resulting in increased up-time and a Mean Time to Recovery of hours instead of days for third-party services.
· Updated our automated AWS deployment tool, drogon, to support the deployment of headless tasks and the configuration of application autoscaling enhancing our delivery pipeline while increasing reliability and availability of services.
· Setup initial Grafana graphs for the BFFs utilizing Prometheus and PromQL providing key visibility and observability metrics for external services allowing us to create and maintain SLAs with our vendors.
· Implemented Consumer-Driven Contract Tests on the iOS apps and BFF using Pact which resulted faster and reliable deployments and boosted platform autonomy.
· Led the implementation efforts to support Apple SSO for TV Providers on the 9 brand products the team owned.

SoundCloud
iOS Developer

2016 - 2017
NYC, NY

· Developed and launched SoundCloud Go on iOS. Led the development of UI components as well as refactoring of the existing payments codebase to be extensible to various forms of subscription plans.
· Implemented feed-based advertisements on iOS and the backend (Scala) opening a new line of revenue for the company from an Ad Sales perspective.
· Led the effort in NYC to modularize the iOS team's codebases in Swift resulting in a decrease in feedback time when implementing new features and performing iterative enhancements to existing features.

The Hackerati
iOS Developer

2014 - 2016
NYC, NY

· Developed Personal Black Box's first consumer product (Swift), a product aimed to help customers cut down their energy usage by providing them with promotions and incentivizing them with personalized goals they can complete via the promotions.

- Developed an admin interface (Angular JS) for Bluestream Health customers to manage departments, people and their roles, and translators.
- Contributed major functionality and redesigned UI to the existing SOLS medical app (SOLS Rx), and helped lead the development of the new consumer app (Swift).
- Reestablished the NOGGIN brand for Nickelodeon via the NOGGIN App, a subscription-based application. This app was the first of its kind for Nickelodeon and Viacom and pushed them into the cord-cutting market for the first time.