CLAYTON RIECK

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EXPERIENCE

SiriusXM   2024 - 2025
Consulting Tech Lead   *Remote*

· Led the development of a data analytics platform using PySpark, SQL, and Databricks, enabling teams to gain actionable insights into client application streaming metrics and user behavior patterns.
· Architected and implemented a Root Cause Analysis (RCA) tool leveraging React, NodeJS, Athena, Glue, S3, and AWS CDK, augmenting the team's ability to identify and address incidents more efficiently.
· Collaborated with client engineering leadership to define and establish playback KPIs, fostering a shared understanding of application performance and identifying areas for improvement.
· Championed observability standards and best practices, successfully advocating for the development of a client observability platform to improve system monitoring and issue detection.

About Objects   2024
Consulting Senior Software Engineer   *Remote*

· Developed a proof of concept for visualizing, manipulating and collaborating on Army Course of Actions (COAs) for the Vision Pro using SwiftUI and the Observation framework.
· Created custom interactions and gestures for performing domain-specific tasks utilizing ARKit and RealityKit.
· Developed a custom command center "workstation" using a blend of RealityKit, ARKit, Reality Composer Pro and Blender for 3D asset creation.

Apple   2023 - 2024
Consulting Senior Software Engineer   *Remote*

· Developed and shipped a multi-device communication application utilizing the Multipeer Connectivity framework for streamlining data collection processes resulting in higher quality benchmarking data around product performance in the current market.
· Oversaw and headed the effort to harmonize and ingest our benchmarking application's data allowing it to be visualized by the leadership teams enabling them to gauge product performance against the current market and derive key insights and features.
· Developed various GraphQL and REST endpoints while also standing up new services to support frontend features.
· Directed the team in bolstering testing infrastructure and practices through emphasis on software design principles, refactoring strategies and conducting numerous 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 out-fits based on a user's unique style, built with React Native and Python for the frontend and backend respectively.
- Selected for the Antler accelerator program which led to the development of a sizing calculator resulting in 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   *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 Software 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 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   2017 - 2019
Software Engineer   *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   2016 - 2017

iOS Developer   *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   2014 - 2016

iOS Developer   *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.