

## CLIFFORD PANOS



### education

2024 – 2026

#### HARVARD BUSINESS SCHOOL

BOSTON, MA

Candidate for Master of Business Administration, May 2026. Summer Venture in Management Program, 2019.

- President of Section G
- Member of Tech Club, AI Club, Entrepreneurship Club, Energy Club, General Management Club, PRIDE Club

2016 – 2020

#### GEORGIA INSTITUTE OF TECHNOLOGY

ATLANTA, GA

Bachelor of Science in Computer Science. Georgia Tech Honors Program. Graduated with Highest Honors, 3.97 GPA.

- Concentration in Systems & Architecture and Human-Computer Interaction
- Teaching Assistant for CS 1332: Data Structures & Algorithms; Executive Tech Lead for iOS Development Club
- Study Abroad in Barcelona, Spain: enrolled in Georgia Tech courses at La Universitat Politècnica de Catalunya
- 2017 College of Computing Most Outstanding Freshman; member of Georgia Tech Student Ambassadors

### experience

2020 – Present

#### APPLE INC: Intelligent System Experience

CUPERTINO, CA

##### Senior Software Engineer (full-time: Sep 2022 – Aug 2024, part-time: Aug 2024 – Present)

Led the development and cross-functional architecture of major system experience tentpoles and hardware features.

- *Strategic Project Management*: Spearheaded development and technical structure of the new Control Center experience in iOS 18 and engineered core system integration of new Controls features; influenced teams and demonstrated technical expertise to devise a long-term architecture that is both developer- and customer-focused
- *Developer Impact*: Collaborated with other teams to design the iOS 18 Controls API; presented a developer-facing technical session, *Extend your app's controls across the system*, at annual developer conference, WWDC'24, resulting in widespread third-party adoption of the new API on its release day
- *Cross-functional Leadership*: Coordinated teams across software engineering to build core infrastructure and experiences of the Action button on iPhone 15 Pro; facilitated decision-making across design, engineering, and product marketing to ensure alignment with broader strategic product goals and user experience expectations
- *Rapid Upskilling*: Crafted prominent watchOS 10 features, including the Palette watch face and Smart Stack system space, while collaborating with designers during a three-month rotation onto the Watch Faces team; learned Metal graphics shading language and set up new testing infrastructure for watch faces

##### Software Engineer (junior engineer: Jul 2020 – Mar 2021, software engineer: Mar 2021 – Sep 2022)

Developed key iOS system features, focused on quality, and built strong relationships with engineers and designers.

- *Attention to Detail*: Initiated and executed plan for the infrastructure of the Dynamic Island on iPhone 14 Pro to focus on reusable user interface elements, producing a consistent user experience across various use cases
- *Creative Problem Solving*: Identified critical animation and performance issues faced by the customizable Lock Screens feature in iOS 16 and implemented robust solutions that prioritized visual quality
- *Design Thinking*: Developed new iOS and iPadOS 15 features including App Library on iPad and the redesigned Widget stack configuration; iterated with designers to create a seamless user experience
- *Quality-focused Engineering*: Polished prominent Home Screen features for iOS 14 including Widgets on the Home Screen and the all-new App Library

2018 – 2020

#### ERUDITE APPS LLC

ATLANTA, GA

##### Founder & Lead Engineer

Led a team to build *Unfoldit*, a paper-folding spatial awareness brain game, for iOS [on the App Store] and Android.

- Achieved over 40,000 downloads on the App Store with a 4.9-star rating
- Competed live on TV as a finalist in Georgia Tech's largest invention competition, the InVenture Prize, in 2019

2018 – 2019

#### APPLE INC: iOS System Experience

CUPERTINO, CA

##### Software Engineer Intern (Jan – Aug 2018, May – Aug 2019)

Created cross-platform foundational components while working cross-functionally on prototypes and architecture.

- Shipped interface improvements, core system component enhancements, and internal framework features (SPIs)

**technical skills** Programming languages: Swift, Objective-C, Python, and Java. Tools: Xcode and Git.

**community** Team Captain, OutLoud Sports Dodgeball, San Francisco (2024). Vice President, Omicron Delta Kappa (2019). Brotherhood Chair, Delta Chi Fraternity (2017). GT One-To-One Leadership Program (2017). Eagle Scout (2013).

**personal** Conversational in Spanish. Enjoy hiking, transcribing music, and playing violin. Space-curious. Westworld enthusiast.