Stefan Novak

✉ stefan.novak.job@gmail.com

in linkedin.com/in/stefanvnovak 🔗 https://github.com/darvin/

Summary

SwiftUI, MVVM, Objective-C, MVC, UIKit, Combine, server-side Swift, animations, C, python, C++, Vector databases, Weaviate, Conversational AIs, Android JetPack, Kotlin, GPT, Machine Learning, transformers, mobile and desktop computer vision application

MongoDB, SQL, JSON, ChatGPT integration

Experience

Chief Technology Officer
STC

Mar 2022 - Present (1 year 2 months)
- Developed of iOS/mac applications and machine learning pipeline/big data collection system for autonomous drone system and 3rd party applications.
- Implemented interfaces in SwiftUI and RealityKit
- Developed Swift and python backends, as well as Android counterparts
- Integrated conversational AIs into the mobile and backend applications, with focus on user data retrieval and correctness.
- ML research

Senior Software Engineer
Apple

Jun 2017 - Mar 2022 (4 years 10 months)
- Contributed to following Apple products: Messages, Books, Mail, keyboard, springboard, CoreML, AirPlay, WebKit, Siri
- Developed a wide variety of user facing features: Siri Suggestions and Siri Shortcuts
- Developed a frameworks for on-device federated user privacy preserving machine learning and UI integrations
- Shipped code to billions of users
- Dealt with high priority high pressure crashes, using advanced Apple diagnostic techniques
- Came up with and developed a prototypes of breakthrough features of iOS users worldwide
- Worked on macOS and iOS internals - system level frameworks and services
- Mentored junior software engineers
- Performed code/design reviews, presentations for VP level executives
- Code/system design interviews

Senior Software Engineer
ClassPass

Dec 2015 - Jun 2017 (1 year 7 months)
- Contributed to the development of app that have been used by millions of users
- Developed video streaming feature end-to end (Swift)

- Mentored junior software engineers
- Performed code reviews

VP of Mobile Engineering
VoiceLayer

Aug 2015 - Jun 2017 (1 year 11 months)
- Lead development a real-time cross platform SDK for real-time streaming for iOS, Android, and web (Objective-C, Java, JavaScript).
- Designed APIs for third party developers and supported them
- Maintained documentation, release processes, TDD, testing of SDKs
- Set up Travis CI pipelines for SDKs and test apps
- Developed RESTful and realtime client-sever APIs
- Mentored junior software engineers, engaged in pair programming, performed code review
- Took responsibility for delivery of the end-to-end features and evangelizing them

Platform Engineer
Apportable

Aug 2013 - Aug 2015 (2 years 1 month)
- Contributed to implementation of iOS frameworks for Android as part of small team, including UIKit, CoreFoundation and many others
- Developed CoreGraphics and CoreText implementations on top of the lowest level of Skia (C, C++, Objective-C)
- Ported some most popular games from iOS to Android
- Troubleshooted crashes and bugs in third party code
- Found vulnerabilities in binary code with help of disassembly

Senior Software Engineer
Groovebug

Jun 2010 - Aug 2013 (3 years 3 months)
- Lead the development of the Groovebug iOS client using Objective-C/UIKit
- Determined system architecture and designed client-server JSON based REST API
- Developed components of server-side system using Python, PostgreSQL, AWS
- Introduced industry-standard practices such as test driven development into the team
- Mentored junior software engineers, engaged in pair programming, performed code review
- Set up and maintained advanced Jenkins CI pipeline
- Submitted an application to AppStore, was responsible for review process

Education

New Mexico State University
Master of Engineering - MEng, Computer Science
Mar 2008 - Aug 2012

Skills

Python • TDD • iPhone development • DevOps • Interviewing • C++ • C • Full-Stack Development • Node.js • Engineering Management