DUFF NEUBAUER

(949) 547–1187 | d.neubauer@me.com | duffneubauer.com | Orange County, CA

SUMMARY

- iOS/macOS software engineer with 8+ years experience with Swift + Objective-C
- Implemented 5+ features in macOS Catalina and Big Sur used by millions of customers around the world
- Shipped 4 full-featured iOS apps in the AppStore
- Collaborative team player well adept at Git and Agile methodologies
- Proficient understanding of data structures, algorithms, OO principles, and MVC/MVP/MVVM architecture patterns

EXPERIENCE

LATCH

Senior iOS Engineer	Jul. 2022 – Current
iOS Engineer	Apr. 2021 – Jul. 2022

- Designed, implemented, and released the OpenKit in 8 weeks — and entire quarter ahead of schedule
- Technical Lead for Concierge Pro, increasing call success rate from 65% to more than 95%
- Decreased occurrence of intercom calls with no audio from ~20% to less than 1%
- Modernized codebase with local Swift Packages and transitioned 3rd party dependencies from Carthage to SPM

Tools: UIKit, Swift, Swift Package Manager, Carthage, Xcode

TWITCH   Jun. 2020 – Apr. 2021
macOS Engineer

- Re-architected existing solution to classify devices by generalizing code & injecting platform-specific dependencies
- Coordinated with teams at Apple, Google, NewTek, & Twitch to resolve roadblocks for supporting Apple Silicon (M1)
- Saved 8+ hours of debug time by abstracting AVFoundation dependency to be testable with mock device classes

Tools: Objective–C, C++, Xcode, Scrum

Apple   Oct. 2018 – May. 2020
macOS Engineer (AppKit)

- Doubled Preview's TouchBar efficiency and increased UX by creating compact, discrete step control to replace slider
- Eliminated developer cost to show iOS buttons as native Mac controls through Mac Catalyst's user interface idiom
- Reduced engineering time and code duplication by introducing 2 SwiftUI components for navigation and date entry
- Presented 3 macOS features to senior stakeholders including VP and Senior VP of Software Engineering at Apple

Tools: Swift, Objective–C, AppKit, SwiftUI, Mac Catalyst, Xcode

Apple   Jun. 2015 – Oct. 2018
macOS Engineer (3rd Party App Compatibility)

- Transformed Engineering & QA workflow by developing Swift app to unify location of 3rd party apps and credentials
- Freed 2+ hours of QA time per day by re-architecting application to support automated installs through CLI
- Minimized app regressions by adopting automating testing with CI and implementing Agile deployment practices
- Liaised Apple partner companies about upcoming macOS changes to improve user experience on Mac

Tools: Swift, AppKit, Test Driven Development, Agile

EDUCATION

The University of Texas at Austin   May 2015
BS in Computer Science | GPA 3.76