Eric Schofield

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Skills

- C++, Java, Objective-C, Python, Swift
- iOS SDKs
- Unit Testing, UI Testing
- Source Control (Git, Mercurial, etc.)
- Cocoapods
- REST APIs
- Debugging
- MVC/MVP

Experience

Software Engineering Intern (iOS - Maps), Google   **May 2019 – Aug 2019**
- Designed and implemented onboarding for upcoming features
- Contributed to dozens of improvements and new features in production code
- Focused on test-driven development
- Performed daily code reviews for my team

Software Engineer, Applied Computational Lab (BYU)   **Sep 2017 – May 2019**
- Managed iOS and macOS software development and oversaw development on other platforms
- Created and maintained proprietary software
- Designed and performed machine learning for biometric authentication techniques

iOS Developer, Krikey   **Jun 2017 – Mar 2018**
- Led iOS development from conception to MVP
- Created data model and connected app to backend
- Collaborated with Designer on innovative UI/UX

iOS Mobile Engineering Intern, ESPN   **Jan 2017 – Mar 2017**
- Implemented new features and fixed bugs in the main consumer app
- Added a proof of concept feature to view 360º videos in the app
- Added new search UI and pathways for internal app

iOS Developer, eNex Solutions   **Sep 2015 – Dec 2016**
- Led iOS development of company's mobile software
- Cleaned up existing code base and consolidated over 50,000 lines of code
- Created new builds and handled distribution of the app to clients

Education

Brigham Young University (Computer Science)   **Sep 2011 – Dec 2019**
Provo, UT

Achievements

- Apps on the App Store
  - DOTKey — Proprietary gesture-based keyboard
  - X-Out — Dice game
- Service Volunteer for 2 years in the Philippines