

Ethan Waters

EthanWaters@cox.net | 949-302-5527 | [My Portfolio](#) | Lake Forest, California

Objective

Versatile software developer with a focus on Swift, web development, and user-centered design. Passionate about building intuitive apps that connect people, solve real-world problems, and deliver engaging experiences.

Education

University of California, San Diego — B.S. Cognitive Science, Specialization in Design and Interaction

Projects & Engineering Experience

iOS Engineer — InstaJam (2025 – Present)

- Built and launched a SwiftUI iOS app enabling musicians to discover, connect, and coordinate jam sessions and music events.
- Designed a scalable navigation architecture with NavigationStack and custom AuthRoute enum, supporting onboarding, tab views, and modals.
- Integrated CoreLocation and Firestore geo-filters to support real-time, location-based profile discovery.
- Centralized app-wide state with ObservableObjects (e.g., ChatStateManager, EventStateManager) for seamless collaboration.
- Delivered a user-focused product that combined technical innovation with community-building outcomes.

Web Application Intern — Pledgestar (2024 – 2025)

- Collaborated within a SaaS product team to design, develop, and deploy scalable progressive web applications using modern JavaScript frameworks.
- Optimized performance across devices and browsers, ensuring low-latency, high-reliability experiences.
- Implemented UI enhancements and feature iterations driven by analytics and direct user feedback, increasing retention.

iOS Developer — Task-Off (2024)

- Designed and developed a gamified productivity app in SwiftUI, transforming task management into an engaging challenge system.
- Implemented local notifications, progress tracking, and custom animations for user motivation.
- Integrated StoreKit 2 to enable in-app purchases and prepared the app for TestFlight and App Store release.

iOS Engineer — MapUs (2024)

- Built a SwiftUI-based photo scavenger hunt app integrating CoreLocation for live map tracking and journey visualization.
- Implemented Firestore backend to sync photo challenges, geotagged media, and collaborative session data in real time.
- Applied interaction design heuristics to craft an intuitive UI for team-building, campus tours, and travel adventures.

iOS Developer — D&D Character Remaster (2023 – 2024)

- Refactored a UIKit-based iOS character builder into SwiftUI, modernizing its architecture and improving maintainability.
- Implemented persistent storage upgrades and StoreKit 2 in-app purchases for expanded feature sets, such as additional character slots.
- Enhanced usability with redesigned forms, profile editing tools, and improved layout responsiveness.

Game Developer — Pirate's Plunder (2022 – 2023)

- Developed a pirate-themed arcade slot-machine game using SpriteKit and MVVM architecture.
- Designed JSON-driven configurations for reel strips, pay-tables, and balance mechanics, enabling rapid iteration of game content.
- Built dynamic UI elements, win animations, and state-driven balance systems to create engaging, replay-able gameplay.

Other Experience

Swim Meet Manager — Orange County & San Diego (2021 – Present)

- Managed logistics for high school and collegiate swim meets, including registration, heat scheduling, and timing system setup.
- Applied problem-solving and technical troubleshooting skills to ensure smooth operations under pressure.
- Leveraged data-driven scheduling to optimize event flow and enforce competition regulations.