

Gavin Ryder

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[GitHub](#)

[LinkedIn](#)

[Portfolio](#)

EDUCATION

Santa Clara University — B.S,
Computer Science and
Engineering

Expected Graduation: June 2024

GPA: 3.62

SKILLS

Languages: Swift, Java, C++

Frameworks: Git, UIKit, SwiftUI,
Firebase, Jira

Computer Science student passionate about iOS development and using mobile technology to improve lives. I have 2 apps published on the Apple App Store and both professional and project-based experience with building iOS applications.

EXPERIENCE

Software Engineering Intern; Apple. *Jun 2022 - Sep 2022 (San Diego, CA)*

- Applications Special Projects
- Worked with senior engineers to prototype and explore possible software functionality
- Worked cross-functionally with other teams to better integrate technologies and machine learning frameworks into prototypes
- Used Swift and SwiftUI, alongside CoreData and other frameworks

iOS Lead; SwingBeats. *Jan 2022 - Present (Santa Clara, CA)*

- Part of a student and faculty lead startup to make dance education more accessible using IoT wearables
- Leading development of a iOS app using for a customer using SwiftUI alongside CoreHaptics; also using web API calls using Swift 5 async/await
- Working with both business and hardware teams to decide on accurate timelines for technical objectives

Lead iOS Intern; Real Estate Dashboard Inc. *May - September 2021 (Remote)*

- Planned sprints and delegated work between other developers and myself
- Implemented integrated property mapping feature using Apple MapKit API
- Led the development of processes to improve efficiency of merging branches, reviewing code, and deploying code
- Added documentation to previously undocumented codebase, improving scalability
- Remotely managed a team of 7 interns

PERSONAL PROJECTS

MLB The Show Flips - iOS App 2021-2022

- Used Swift 5 async/await and structured concurrency with Combine to make API calls, which were made dynamically based on user interaction
- Used Swift and SwiftUI to parse, calculate and display API data to the user informatively and build multiple data-rich views
- Used MVC architecture with data from the API cached at the Model level, drastically improving latency and user experience

Pocket Workout Timer - iOS App 2020-2021

- Built iOS app from the ground up through iterative design and user feedback using Swift and UIKit framework
- Downloaded nearly 30 times; achieved three 5-star reviews on the Apple App Store
- Focused on understanding and optimizing the experience for both new and returning users

Bell Timer - iOS App 2019

- Built from the ground up through iterative design using Swift and UIKit
- Full-stack application utilizing files stored on a web server, which are parsed and the resulting data sent to the front-end