Gavin Ryder

Email: gavin.ryder82@icloud.com
Phone: +1 (650)-417-5625
GitHub
LinkedIn

EDUCATION

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

Expected Graduation: June 2024

GPA: 3.68

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
- Swift, SwiftUI, CoreData

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
- Use of 3rd party libraries to keep development streamlined and focused as well as improving aesthetic appearance