

# Gavin Ryder

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[GitHub](#)

[LinkedIn](#)

[Portfolio](#)

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## EDUCATION

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

Expected Graduation: June 2024

GPA: 3.68

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## SKILLS

**Languages:** Swift, Java, C++

**Frameworks/Tools:** Git, UIKit,  
SwiftUI, Firebase, Jira

Computer Science student passionate about iOS development and using mobile technology to improve lives. I have 3 apps published on the Apple App Store and both professional (Apple; Quizlet) and project-based experience with building iOS applications.

## EXPERIENCE

**Assistant iOS Engineer; Quizlet.** *Sep 2023 - Present (San Francisco, CA) [Part-Time]*

- Fixing small bugs and accessibility issues and implementing small features
- Writing unit tests to back bug fixes and feature changes to prevent regressions
- Experience with large, complex codebase with legacy code and lots of dependencies
- Language and Tools: Swift, XCTest, and UIKit

**Software Engineering Intern; Apple.** *Jun 2023 - Sep 2023 (San Diego, CA)*

- Applications Special Projects - Journal for iOS 17+
- Working with senior engineers to prototype and explore possible software functionality
- Working cross-functionally with other teams to better integrate technologies and machine learning frameworks into prototypes
- Contributed numerous bug fixes and small features into production codebase

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

- Applications Special Projects - Journal for iOS 17+
- 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 and APIs

## PERSONAL PROJECTS

**SCU Food Ratings - iOS App 2023**

- Used Swift and SwiftUI to interface with AWS SAM API and integrate Google Sign-In
- Utilized MVVM architecture to separate concern and enable fast and configurable filtering and search
- Added administrator capabilities to combat spam and limited the app to only SCU students

**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