Gavin Ryder

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GitHub
LinkedIn
Portfolio

EDUCATION

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

Expected Graduation: June 2024

GPA: 3.68

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 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 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

iOS Lead; SwingBeats. *Jan 2022 - Aug 2023 (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

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