GAVIN RYDER

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[GitHub](#)

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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

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

- Leading development of a metronome iOS app for a customer using SwiftUI alongside CoreHaptics and Web APIs

- Part of a student and faculty lead startup to make dance education more accessible using IoT wearables

- Working with both business and hardware teams to decide on accurate timelines for technical objectives

iOS Lead 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

- Lead 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

Employee; Rancho Pizza *Sep 2019 - Sep 2021 (Los Altos, CA)*

- Received and organized orders placed in-person and over the phone for timely preparation

- Worked in conjunction with the store owner to sell new pizza varieties to customers

PERSONAL PROJECTS

Risky Roads - iOS App *2021*

- Used Flask backend and Swift/UIKit front end to show data from INRIX APIs to calculate and display the fastest and safest route between 2 destinations

- Extensively leveraged Apple MapKit to display multiple routes between places

- Built during INRIX Hacks along with 4 other student developers; I led building the front-end in Swift

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