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: 3.65

SKILLS

Languages: Swift, Java, C/C++

Frameworks: Git, UIKit, SwiftUI, Firebase, Jira, React

Computer Science and Engineering student passionate about iOS development and using mobile technology to improve lives.

EXPERIENCE

iOS Lead Intern; The Rental Property Dashboard *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

Summer Camp Assistant; Wizbots *June 2015 - August 2020 (Los Altos, CA)*

- Taught campers fundamental robotics and coding concepts
- Helped showcase camp results through recording of demonstration videos for camp participants
- Led camp participants in recreational activities during break periods

Umpire; LAMV PONY Baseball *March 2016 - July 2019 (Los Altos, CA)*

- Assisted in umpiring local youth baseball games
- Enforced league baseball rules, making sure all player and coaches were in compliance

PERSONAL PROJECTS

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