

# Istvan Kreisz

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Accomplished software developer with significant experience in delivering complex and robust software products from 0 to 1 for both iOS and web applications. Proven ability to work independently, take ownership of projects with little oversight, and navigate ambiguity. Dedicated learner driven by intellectual curiosity and an interest in continuously expanding skills.

## EXPERIENCE

### Freelance iOS and Web developer/Independent Product Developer Sept 2021 - present

Worked as a freelancer, pursued two startup concepts while traveling in Asia and LATAM as a digital nomad.

- Developed a ChatGPT-based chatbot trained on custom data
- **Vivid** ([link](#)) - Developed an AI art generator full-stack app using Stable Diffusion API, Google Cloud and SwiftUI
- **Hide & Seek World** ([link](#)) - Independently designed and developed a real-time multiplayer game using Next.js, TypeScript, Firebase and Google Cloud serverless functions that currently reaches 500 DAUs.
- **CopDeck** ([link](#), [video demo](#)) - Developed and released a sneaker price comparison and inventory management iOS app for sneaker resellers that included a web scraping algorithm using Google Cloud, back-end, and the CopDeck landing page built with Next.js, TypeScript, Tailwind and Netlify.
- Converted an 80k+ line JavaScript codebase to TypeScript

### iOS Developer, SidelineSwap Inc. - New York, NY Oct 2020 - Aug 2021

*Sideline Swap is an e-commerce store for used sporting goods.*

Hired to execute a revamp of the company's iOS app including UX on all existing screens and new features.

- Improved software architecture by implementing the MVVM-C pattern and modernized the app UI.
- Refactored and performed bug fixes in legacy code and rebuilt the payment checkout flow.

### Learning Sabbatical/Projects/Relocation June 2020 - Sept 2020

Took time to improve skills in full stack web development through online courses, built demo projects and [personal website](#), began work on first iterations of [Hide & Seek World](#), and moved from Berlin to New York.

### iOS Developer, LabTwin GmbH - Berlin, Germany Jan 2019 - May 2020

*LabTwin was a niche digital assistant for pharmaceutical industry scientists used to improve productivity by reducing note-taking.*

Joined LabTwin's iOS team during a scale-up with development focused on the persistence layer, new features and screens, and contribution to CI pipelines and unit testing.

- Wrote automated tests in XCTest, Fastlane, and CircleCI that eliminated database migration issues.
- Integrated AWS Amplify for user authentication.
- Developed scalable persistence layer using Realm and UI components in UIKit.
- Built synchronization module using Realm, custom code, and REST APIs to keep local data in sync with the server.

### iOS Developer and Co-Founder, Snake Bacon LLC. - Austin, TX Apr 2018 - Dec 2018

*Snake Bacon was a video game company that developed Ball Smasher for iOS.*

Partnered with two friends to develop and launch the Ball Smasher game for iOS monetized with in-app purchases.

- Developed game engine code using SpriteKit.
- Reached top of iOS App Store ([link](#)) charts, achieving >7M downloads and 4.5/5 rating from >64K reviews.
- Negotiated a revenue share agreement with Lion Studios for publishing and marketing the game.

## SKILLS

**iOS:** Swift, UIKit, SwiftUI, SpriteKit, Realm, Core Data, RxSwift, Combine, REST API, MVC, MVVM-C, Redux, Unit, UI Testing, Fastlane, Circle CI, Git, GitHub, CocoaPods, SPM, Asynchronous programming, Bitbucket, Sketch, Figma

**Web:** HTML, (S)CSS, Tailwind, JavaScript, TypeScript, React, Next.js, Google Cloud, Firebase, Google Analytics, Web Scraping, Serverless Computing, Netlify, Vercel, Stripe, Google Maps API

## EDUCATION

**BS, Electrical Engineering**, UMass Amherst - Amherst, MA (2017)