

Istvan Kreisz

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EXPERIENCE

Freelance iOS and Web developer/Independent Product Developer

Sept 2021 - present

Worked as a freelancer & contractor, pursued two startup concepts while traveling as a digital nomad.

- **ERI Design:** Worked as web dev contractor on a CAD-like web application to help with the design and cost estimation of custom-built railing systems. Built new features, improved software architecture by breaking up large components and converted the 80k+ line JavaScript project to TypeScript.
- **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 and Google Cloud services that currently reaches 500 DAUs and 350 paid subscribers.
- **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.
- **GameGuide AI** ([link](#)) - Built an AI chatbot, trained on gaming wiki sites to answer gaming related questions. Built with Google Cloud, Weaviate, LangChain, TypeScript, Next.js and React.

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, built demo projects, began work on first iterations of [Hide & Seek World](#) (an independently built online game), 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)