

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 scraped data from 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)