

# Istvan Kreisz

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## EXPERIENCE

**Web Developer, [ERI Design Inc.](#)** - Remote

April 2023 - present

*ERI Design is a web development agency based in Worcester, MA*

- Worked as web dev contractor on a React-based 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.

**Freelance iOS and Web developer/Independent Product Developer** - Remote

Sept 2021 - present

*Worked as a freelancer, pursued startup concepts while traveling as a digital nomad.*

- [Vivid](#) - Developed an AI art generator full-stack app using Stable Diffusion API, Google Cloud and SwiftUI
- [Hide & Seek World](#) - 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](#) ([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](#) - 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.

**iOS Developer, [LabTwin GmbH](#)** - Berlin, Germany

Jan 2019 - Aug 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, Node.js, Google Cloud, Firebase, Google Analytics, Web Scraping, Serverless Computing, Netlify, Vercel, Stripe, LangChain, OpenAI, Google Maps API

## EDUCATION

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