**Jared Sain**

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**Professional Summary**

Senior iOS Developer with over 7 years of specialized expertise designing and delivering **customer-facing mobile applications** used by large-scale user bases. Proficient in **Swift, SwiftUI, Objective-C, UIKit, and CoreData**, with deep experience integrating **RESTful APIs, JSON, and third-party libraries** to create seamless mobile experiences. Adept at collaborating with product managers, designers, and backend engineers to produce intuitive, high-performance applications. Skilled in **CI/CD pipelines, Agile/Scrum environments, and cloud-integrated mobile apps (AWS, GCP, Azure)**. Persistent problem solver with strong debugging skills and proven ability to optimize responsiveness, reliability, and scalability in iOS applications. Committed to staying current with emerging iOS frameworks and SDKs while mentoring peers and ensuring best practices in mobile development.

**Professional Experience**

**Principal iOS Engineer / Mobile Lead**

**Powur PBC | Remote | Jun 2021 – Aug 2025**

* Led development of **customer-facing iOS applications** supporting renewable energy projects, enabling users to track solar installations, financing, and project lifecycles.
* Built and deployed **Swift/SwiftUI applications** with modular architecture, supporting a user base of 50,000+ customers.
* Integrated **RESTful APIs and JSON payloads** for CRM, billing, and scheduling systems, ensuring real-time synchronization with backend services.
* Applied **UIKit and CoreData** to manage local data caching, reducing app load times by 35% and ensuring offline-first usability.
* Championed **CI/CD pipelines (Fastlane, GitHub Actions, Azure DevOps)** for automated testing, signing, and App Store deployment.
* Collaborated with UX designers to create responsive, intuitive interfaces aligned with Apple Human Interface Guidelines.
* Conducted performance optimization, reducing app crashes by 40% through advanced debugging and memory management techniques.
* Mentored a team of 4 mobile developers, fostering knowledge-sharing on Swift best practices, Agile methods, and mobile DevOps.

**Senior Mobile Developer**

**ClickClaims | Remote | Feb 2019 – Jun 2021**

* Developed and maintained **iOS apps** for insurance claims adjusters, designed for large-scale field operations with 20,000+ daily transactions.
* Built robust interfaces in **Swift and Objective-C**, integrating **REST APIs** for claims, customer data, and compliance systems.
* Implemented advanced **offline storage with CoreData** to support claims processing in low-connectivity environments.
* Worked with product managers in Agile sprints, prioritizing user stories and ensuring delivery of high-impact mobile features.
* Designed reusable UI components to improve app maintainability and accelerate feature delivery.
* Integrated third-party libraries for mapping, geolocation, and document scanning, expanding app functionality.
* Deployed through CI/CD workflows, introducing automated testing suites that reduced regression bugs by 30%.
* Acted as liaison between mobile and backend teams, ensuring seamless API alignment.

**Mobile & Fullstack Developer**

**Builders Capital | Remote | Feb 2018 – Feb 2019**

* Created **iOS apps for financial dashboards**, allowing investors to track loan performance with real-time updates.
* Built in **Swift/Objective-C**, integrating financial APIs and SQL-backed services for secure data handling.
* Collaborated with backend engineers to design **RESTful endpoints optimized for mobile consumption**.
* Developed prototypes in **SwiftUI**, refining UI/UX through iterative feedback with stakeholders.
* Implemented push notifications and background fetch for loan status updates.
* Improved responsiveness by profiling and eliminating bottlenecks in API calls and rendering cycles.
* Supported CI/CD adoption with automated builds and deployments to the App Store.
* Documented best practices for mobile data handling and security compliance.

**iOS Developer**

**Blizzfull | Remote | Jan 2016 – Feb 2018**

* Delivered mobile ordering apps for restaurants with **Swift and Objective-C**, enabling seamless checkout and delivery experiences.
* Integrated **payment APIs, geolocation services, and push notifications**, supporting thousands of daily customer interactions.
* Designed mobile-friendly UI in **UIKit**, ensuring brand consistency across multiple clients.
* Partnered with designers to implement responsive, accessible experiences.
* Applied Agile Scrum practices, contributing to iterative development and product releases.
* Conducted debugging and crash resolution, improving user ratings in App Store by two points.
* Maintained code quality through peer reviews and reusable component design.
* Gained hands-on experience with **CI/CD workflows** for mobile app distribution.

**Junior Mobile Developer**

**EyeCue Lab | Remote | Jan 2013 – Jan 2016**

* Developed early **iOS prototypes** for client projects, working in **Objective-C** with UIKit and CoreData.
* Integrated JSON-based APIs for content management and authentication services.
* Created simple reusable UI components for modular apps.
* Assisted senior developers in debugging and optimizing mobile performance.
* Documented technical flows and contributed to knowledge-sharing.
* Learned Agile delivery practices and mobile testing methods.
* Collaborated with design teams to align UI/UX with client needs.
* Supported App Store submission and maintenance processes.

**Education**

**University of Southern California** – Los Angeles, CA  
Bachelor of Science in Computer Science | 2004 – 2007

**Technical Skills**

* **Languages & Frameworks**: Swift, SwiftUI, Objective-C, UIKit, CoreData
* **Mobile Development**: iOS SDKs, Cocoa Touch, Xcode, Storyboards, AutoLayout
* **APIs**: REST, JSON, GraphQL, third-party library integrations
* **Cloud & DevOps**: AWS, GCP, Azure, CI/CD pipelines (Fastlane, GitHub Actions, Azure DevOps)
* **Testing**: XCTest, UI Testing, Test Automation, TDD
* **Other**: Push Notifications, Offline-first design, App Store Deployment, Agile/Scrum