

Jawwad Ahmad

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GitHub: github.com/jawwad

Portfolio: <https://jawwad.io>

TECHNICAL SKILLS

- **Expertise:** iOS, Swift (v1–4), Objective-C, Xcode, Git, Automation, Technical Editing, Mentoring
- **Proficient:** Android, Ruby on Rails, Java, Fastlane, Unix, Core Location, Core Bluetooth, EventKit
- **Exposure:** Kotlin, tvOS, watchOS, Core Data, JavaScript, Python, Scala, MySQL, MongoDB, AWS, C

WORK EXPERIENCE

Popup | Lead iOS Engineer, Contract | New York, NY (Remote) 05/16 – Present

- Led engineering for a small stealth mode startup focused on building an event discovery app, designed to solve the problem of app abandonment by also serving as the user's daily calendar app, with social features.
- Implemented over 75% of app including, event creation, following users, chat, notifications, activity feed, etc.
- Migrated from deprecated Parse backend to AWS Lambda serverless architecture (using Scala) and eventually to Ruby on Rails, cutting server response time by over 50%, and improving maintainability of the API.

Loke | Project Lead & Team Lead, Contract | New York, NY (Remote) 06/16 – 12/16

- Led team in creation of location-aware social skateboarding app in Swift, with Ruby on Rails API, including features such as scheduling, crew management, and chat, designed to capture 18 million skaters worldwide.
- Developed geofenced based rules engine using Core Location on client, and sidekick gem on server, to implement automatic check-in, check-out, reminders, and notifications to crew of user activity.
- Mentored junior iOS developer and junior backend developer performing code reviews for 170+ pull requests.

Mercury Intermedia | Senior iOS Engineer, Contract | Brentwood, TN (Remote) 07/15 – 05/16

- Worked on almost complete rewrite of [Red Bull TV](#) iOS App. Implemented over 75% of new UI components.
- Introduced Swift into project and led the transition from Objective-C to Swift (from 0% Swift to over 80%), achieving over 500K downloads.
- Wrote proposal to drop iOS 7 support. Led update upon approval, reducing bugs & speeding up development.

AKQA | Senior iOS Developer, Contract | Washington, DC (Remote) 04/15 – 06/15

- Worked on rewrite of [USPS](#) app in Swift, to reduce technical debt accumulated over 7 years post launch.
- Implemented Schedule a Pickup, Schedule Hold Mail, Reminders, and Today View extension for tracking.

Onlife Health | Senior iOS Developer, Contract | Brentwood, TN (Remote) 07/14 – 02/15

- Implemented native iOS proof of concept app for 45K members using Swift, leading company to pivot from hybrid Xamarin app that had been in development, saving company over \$320,000 in development costs.
- Led development of Onlife Health's first mobile app. Implemented health assessment, goal planning and progress tracking features. Wrote over 60% of code for the new app, and implemented over 80% of the UI.

Cox Digital Exchange | iOS Software Engineer | Atlanta, GA 11/12 – 08/14

- Created company's first Android app, while also working on iOS app, RESTful API, and Ruby on Rails webapp.
- Followed Agile and TDD methodology maintaining over 80% test coverage using RSpec, Jasmine & Cucumber.
- Sped up and improved Jenkins CI build pipeline for iOS & Web; added linting tools (RuboCop, metric_fu).

Gate Guru | iOS Software Engineer | New York, NY 02/12 – 10/12

- Worked on complete re-write of GateGuru iOS app, in order to increase user engagement, resulting in acquisition by TripAdvisor 1 year after rewrite, with 1.5M downloads and 64K monthly active users.
- Contributed to RestKit, a popular (10K+ GitHub stars) Core Data iOS persistence framework, as [contributor](#) #6.

The New York Times | Software Engineer | New York, NY 09/08 – 12/11

- Engineered feeds for iPhone, iPad and Android, as well as RSS, Kindle, and any other custom feeds.
- Developed parsers to load external feeds (AP, Reuters, IHT, etc.) into internal CMS using Java and Perl.
- Created regression testing framework with Perl, enabling development team to iterate 2x-3x faster and significantly reduce technical debt; automated deployment process greatly reducing errors and rollbacks.

Cox Media Group | Software Engineer | Atlanta, GA

01/08 – 09/08

- Refactored common code out of 90 different XSLT files, minimizing total lines of code from 138,351 to 20,422 (85% reduction), drastically reducing turnaround time for updates and bug fixes by over 2x.
- Implemented custom logging solution in Java by extending log4j library for use with Apache chainsaw.

Verizon Wireless | Software Engineer | Atlanta, GA

04/05 – 04/07

- Automated generation of reports for team of network engineers to collect and analyze cellular network statistics using Java and Perl, reducing daily hour long manual process to minutes (95% improvement).
- Managed collection, parsing, and storage of data in OracleDB on Solaris box using Perl and Java.

EDUCATION**Bachelors of Computer Science, Georgia Institute of Technology**

Dec. 2004

SIDE PROJECTS & ACTIVITIES**RayWenderlich.com | Final Pass Editor, Author, Speaker**

03/15 – Present

RayWenderlich.com is the most popular site for iOS and Android tutorials, as well as the publisher of many books.

- Speaker: [RWDevCon 2017](#) — Topic: [Playgrounds in Depth](#) (Rated #1 talk of conference by attendees)
- Speaker: RWDevCon 2018 (April 5th-7th) — Topic: Xcode Tips and Tricks
- Co-Author: Wrote the “What’s new in Xcode” chapter in [iOS 11 by Tutorials](#), Oct 2017
- Co-Author: Wrote 3 Chapters in [iOS 9 by Tutorials](#): Learning the new iOS 9 APIs with Swift 2, Oct 2015
- Technical Editor: [RWDevCon 2016](#). Audited the advanced track of talks
- Technical Editor: [The Swift Apprentice](#): Beginning Programming with Swift 2, October 2015
- Technical Editor: [The tvOS Apprentice](#) 1st Edition Feb 2016, 2nd Edition Sep 2016 & 3rd Edition Oct 2017
- Technical Editor and writer for various iOS tutorials published at RayWenderlich.com

iOS Programming: The Big Nerd Ranch Guide | Technical Reviewer

2012 + 2014

- Technical Reviewer: iOS Programming: The Big Nerd Ranch Guide (4th Edition) — Feb 2014
- Technical Reviewer: iOS Programming: The Big Nerd Ranch Guide (3rd Edition) — Mar 2012

Objective-C to Swift Converter

2015 - 2017

- Created an “80% solution” Objective-C to Swift converter, which converts the highlighted Objective-C line in Xcode to Swift, speeding rate of manual conversion by over 3x, written using Ruby and Automator scripts.

Code Auditing Scripts

2014 - 2017

- Created multiple code cleanup and code improvement scripts. For example to remove empty methods, to detect unused methods, or to see if a method or variable’s scope can be restricted to private or read-only.

MENTORING**Atlanta iOS Study Group** — Held weekly meetings at [ATL Tech Village](#) to help others with Stanford’s iOS 6 class 2013**Ruby on Rails Study Group** — Completed Ruby on Rails tutorial [book](#) with a small group of friends 2012**NYC iOS Study Group** — Founded [meetup](#) (now 1900+ members) to help others with Stanford’s iOS 5 class 2012**NYTimes Android Study Group** — Led study group using a pre-release Android book sponsored by O’Reilly 2011**NYTimes iOS Study Group** — Led internal study group for Stanford’s [CS193p](#) iOS 4 class (from iTunes U) 2010**AWARDS****Top Rated Talk of Conference, RWDevCon 2017** 2017**Hackathon Category Winner, AT&T Digital Life Hackathon** 2015**Honorable Mention, NYTimes Internal Tech Challenge** 2011**Honorable Mention, NYTimes Internal Tech Challenge** 2010