

Jonathan (Johnny) Clem

iOS Engineer

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Austin, TX 

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Senior iOS Engineer with over a decade of experience in mobile app development, including significant code contributions, as a vendor, into tier-1 iOS apps from Meta, OpenAI, Starbucks, X, and others. Proven track record of architecting stable, secure and novel solutions, such as a secure iOS SDK for content authenticity deployed to over 1 billion mobile devices. Patent portfolio and extensive expertise in optimizing video capture and streaming performance, utilizing frameworks such as AVFoundation.

WORK EXPERIENCE

Senior Blockchain Engineer (AI Agents)

AI Layer Labs / Wire Network

Remote, United States

11/2024 – 06/2025

- Architected and launched an open-source agentic AI application for MacOS, significantly contributing to a successful \$2M pre-seed fundraise.
- Established a TypeScript ecosystem for AI agents and engineered LLM+RAG workflows, showcasing the ability to conceive and implement innovative AI solutions.

Senior iOS Engineer

Truepic

Remote, United States

11/2023 – 11/2024

- Acted as a technical leader in developing a secure content-provenance iOS SDK adopted by six major social media platforms, demonstrating expertise in building for scalability and reliability.
- Enhanced media capture and transmission pipelines for low latency, reducing p95 operation time and ensuring optimal performance across diverse network conditions.
- Collaborated intimately with Product and Design teams to improve usability while establishing coding and testing standards to maintain a stable, easily modifiable codebase.

Staff iOS Engineer, Chief Technology Officer

FiLMIC Inc.

Seattle, United States

02/2015 – 01/2019

- Directed and mentored the mobile engineering team, expanding it from 1 to 8 engineers while scaling the product line to serve millions of users.
- Instituted release discipline, quality standards, and architectural guidelines that facilitated a #1 ranking in the App Store (Photo & Video).
- Propelled hands-on enhancements in performance and user experience within AVFoundation, CoreMedia, and CoreAudio pipelines.

Director of Digital

Belief Agency

Seattle, United States

11/2019 – 08/2022

- Guided multi-disciplinary mobile and web teams, instituting best practices for code review and testing methodologies.
- Collaborated closely with creative and account teams to design diverse solutions and drive informed technical decisions.

Sabbatical Year

Self-employed

Vashon, United States

07/2022 – 10/2023

EDUCATION

B.A. - Music Theory & Composition

Northwest University

Seattle, WA, United States

09/2002 – 12/2005

SKILLS

Swift

UIKit

Concurrency/Multithreading

CoreMedia

AVFoundation

TypeScript

REST API Integration

GraphQL API Integration

XCTest (Unit & UI)

Instruments (Memory, Leak, Energy Profiling)

Mentoring Junior Engineers

Establishing Code Review & Testing Standards

Cross-Functional Product & Design Partnership

Technical Roadmapping

Collaboration

Leadership

Software Architecture

Software Development

Mobile Applications

Reactive Programming

Objective-C

Problem Solving

Agentic AI

Model-View-ViewModel

REFERENCES

● **Brent Turner**

CEO, Rover

brent@rover.com

Brent is a close friend for over 20 years and was my supervisor for 3 years when I was a part time contract employee at Microsoft.

Brent now leads Rover, the wildly successful dog-sitting app, as their CEO.

● **Christopher Cohen**

Camera Frameworks Engineer, Apple

Christopher was a student of mine during my time teaching at Code Fellows in Seattle.

I later hired Christopher as an engineer at Filmic Pro, and we worked together on the number one video app in the iOS App Store, five years straight culminating with an on-stage Apple keynote appearance for iPhone 11.

CERTIFICATES

● **Mobile Penetration Testing -iOS & Android**

Blackhat

07/2024

● **Patent #US10481758 B2**

iOcculi

2011

● **Patent #US20150350041 A1**

Paladin Innovators

2015

● **Patent #US20150350289 A1**

Paladin Innovators

2015

● **Patent #US20200259974 A1**

Filmic Inc.

2020