JONATHAN TIPTON
Software Developer | Quality Engineer
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EDUCATION

Boise State University | Boise, ID   05/2022
Bachelor of Science, double major in Computer Science and GIMM (Games, Interactive Media, and Mobile)
Coursework: Software Engineering, Mobile Application Development, Data Structures, Object Oriented Programming.

SKILLS

Languages	Frameworks	Technologies
Proficient (1-3 Years)	*Mobile*	*Systems*
Java | Swift | C# | SQL | Bash	CoreLocation | CoreData | Flutter	iOS | macOS | UNIX | Azure
Some Experience (<1 Year)	*Desktop | Web*	*Tools*
C | Python | JavaScript | Ruby | Dart	XCTest | Node.js | jQuery | Express.js	Xcode | Git | Firebase | Unity

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EXPERIENCE

Apple | Cupertino, CA   **11/2017 – Present**
Location Frameworks Test Engineer CE   06/2022 – Present
- Developed XCTests in Swift for PULA (Per-User Location Authorization) macOS privacy tentpole that utilize Disruptive State Transitions and Multi-Device UI SPIs.
- Conducted automated and manual testing of CoreLocation features on Apple platforms with internal tools and infrastructure (ATP/BATS, TestAutomation, TSTT).
- Created detailed reports on software defects that impact framework features regarding attribution, authorization, background updates, and region monitoring.
- Built DeviceCompute managed hardware lab that supports ATP CI pipelines and multi-device TA tests.
- Maintained Python scripts and YAML test plans with Bitbucket and GitHub source control systems.

Genius   08/2018 – 06/2022
Technical Expert   03/2018 – 07/2018
Technical Specialist   11/2017 – 03/2018
- Assessed and repaired Apple products with a focus on attention to detail and delivering consistent high-quality results.
- Cross-collaborated with a diverse team to resolve problems and restore customer confidence through genuine connections.
- Led team initiatives that decreased Genius Bar repair turnaround times by over 30% through the optimization of software triage operations and the coordination of diagnostic resources.
- Devised creative troubleshooting workflows through experimentation and issue isolation that increased accuracy of proposed resolutions which reduced the occurrence of repeat repairs.

PROJECTS

Audio Wayfinding App | [Accessibility, AR, iOS, Azure, Unity, C#]
github.com/jonytipton/Theia-Wayfinding
Developed an audio waypoint system that enables people with visual impairments to independently navigate in mapped buildings and outdoor areas. Rapidly learned Unity XR frameworks and utilized REST APIs to interact with cloud infrastructure.

Behavioral Survey App | [Push-Notifications, TestFlight, Flutter, iOS, UI/UX, Dart]
github.com/jonytipton/EMA
Led iOS development for a survey collection app on a multi-functional team of eight students. Practiced agile methodologies via role as Scrum master. Implemented background push notifications, user login with Firebase, and UI for various account screens.

Virtual Reality Game | [UI/UX, User-Testing, VR, Unity, C#]
github.com/jonytipton/EscapeTheGridVR
Created a Tron-inspired VR game with custom assets. Interacted with rapidly changing SDKs and emerging technologies.