

# JONATHAN TIPTON

208-901-2359 | jonathan\_tipton@outlook.com | jonytipton.github.io | linkedin.com/in/jonathantipton

---

iOS Developer with a focus on customer experience and software quality. Accustomed with test automation and cross-functional teamwork to deliver large-scale software products for desktop and mobile platforms.

## TECHNICAL SKILLS

---

### Languages

**Proficient (2-4 Years):** Java, Swift, C#, HTML, CSS, SQL, Bash

**Familiar (<2 Years):** JavaScript, Python, C, Ruby, Dart

### Frameworks & Libraries

**Mobile:** UIKit, XCTest, Firebase, Flutter, Core Data, Core Location

**Desktop & Web:** jQuery, Node.js, Express.js

### Technologies

**Platforms:** iOS, macOS, UNIX, Azure

**Tools:** Xcode, VSCode, CocoaPods, Git, Unity

## EXPERIENCE

---

### Apple | Cupertino, CA

**11/2017 – Present**

#### *Location Frameworks Test Engineer (Internship)*

**06/2022 – 11/2022**

- Developed XCTestests in Swift with XCUI that reduced time spent manually testing location privacy features for macOS.
- Created detailed reports on software defects that impact framework features regarding attribution, authorization, background updates, and region monitoring.
- Cross-collaborated with QA and development teams to define test plans for upcoming features, investigate emerging issues, and troubleshoot internal systems.
- Built iOS hardware lab that supports continuous integration pipelines and multi-device automation tests to enable rapid prototyping and testing of proposed features and patches.
- Maintained Python scripts and YAML test plans with Bitbucket and GitHub source control systems.

### Genius

**08/2018 – Present**

#### *Technical Expert*

**03/2018 – 07/2018**

#### *Technical Specialist*

**11/2017 – 03/2018**

- Directed team initiatives that improved software triage operations and coordinated diagnostic resources to decrease Genius Bar repair turnaround times by 30% from the previous year.
- Implemented creative troubleshooting workflows through experimentation and issue isolation that increased the accuracy of proposed resolutions and reduced repeat repairs.
- Assessed and repaired Apple products with a focus on attention to detail and delivering consistently high-quality results.

## EDUCATION

---

### Boise State University | Boise, ID

**05/2022**

**Bachelor of Science, double major in Computer Science and GIMM (Games, Interactive Media, and Mobile)**

*Relevant Coursework:* Software Engineering, Agile Development, Mobile App Development, AR/VR App Development.

## PERSONAL PROJECTS

---

### Theia Wayfinding | AR Mobile App

[github.com/jonytipton/Theia-Wayfinding](https://github.com/jonytipton/Theia-Wayfinding)

Developed an audio waypoint system that enables people with visual impairments to independently navigate buildings. Rapidly learned Unity XR frameworks, utilized REST APIs to interact with cloud infrastructure, and deployed via Xcode.

### Ecological Momentary Assessment | Cross-Platform Mobile App

[cs481-ekh.github.io/s22-ema](https://cs481-ekh.github.io/s22-ema)

Led iOS development for a survey collection app on a multi-functional team of eight students. Implemented background push notifications, user login with Firebase, and UI for various account screens. Application deployed to Apple TestFlight for beta testing with clients and potential users.