JARED SORGE

IOS DEVELOPER

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Projects

Scorebook Game Journal
https://taphouse.io/scorebook

Released November 2014

An app to track card games, board games, dice games, and more and keeps a running history for you. Built using Core Data, CloudKit, Storyboards, Auto Layout, UICollectionViews, UITableViews, asynchronous networking, Core Location, UIAlertController, UIPageViewController, UIImagePickerController, custom view drawing, and custom theming throughout the app. Developed a custom backend using Vapor, and data sync using CloudKit.

Maverick - Blog engine written in Swift
https://github.com/jsorge/maverick

Released July 2018

A blog engine powered by the Vapor framework written in Swift. It uses Textbundle files for storage and easy portability. Deployments are automated through a combination of shell scripts, Docker, and git.

Work History

Zulily
Senior iOS Engineer

June 2020 - Present

I rejoined Zulily and became part of the Core Site & Apps team. We are infrastructure-focused, and I've done projects to help support our mobile apps. On the iOS side I've implemented programatic project generation with Tuist to enable modularizing our codebase, migrated our dependencies to Swift Package Manager for easy management, and streamlined our Continuous Integration processes with Jenkins and Fastlane. More broadly I've built tooling to automate building new app releases for both iOS and Android and created a weekly release cadence to ensure reliable app delivery.

Lyft
Senior iOS Engineer

December 2017 - May 2020

At Lyft I contributed to the codebases for both Rider and Driver apps, creating reusable workflows that were originally for my team (Driver Onboarding) but were utilized around the company. These were primarily camera-based for things like scanning a driver's license or taking a profile picture. I helped usher in our move to a modularized codebase by writing a tool to let developers make new modules, and added tooling to bring our code into a Swift Playground for rapid iteration.

University of Washington
Instructor: iOS Apps in Production

June 2016

I taught during the summer quarter for the UW. The topics were the app store and in-app purchases, notifications, and app extensions.

zulily
Senior iOS Engineer

January 2016 - December 2017

I was a leader of our mobile team, responsible for adding new features and maintaining our existing codebase. We use a mix of Objective-C and Swift. Our app makes heavy use of NSOperations, UICollectionViews, and blend both IB as well as building views programatically. I performed our Swift 3 migration, rebuilt our product detail screen by myself, and always look for ways to improve our codebase.

General UI
iOS Developer

July 2015 - January 2016

I worked on 2 big projects for General UI: a live streaming video app (think Periscope), and on-site at zulily. I worked on projects in both Objective-C and an Objective-C/Swift mix. I also helped develop version control procedures and best practices as well. Features that I've worked on have shipped as part of zulily's app, used by millions of customers all over the world.

On The Web

Personal Site	Taphouse SW	LinkedIn
https://jsorge.net	https://taphouse.io	https://www.linkedin.com/in/jsorge