

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

Adobe

Senior iOS Engineer

March 2022 - Present

I joined Adobe to build a new video editor for iOS – Project Violet. On that project we use SwiftUI and AVFoundation to do most of the work, with some UIKit sprinkled in as well. I created the feature to adjust the speed of a clip while editing on the timeline and as part of that work I built out a custom slider control that will be used across Adobe's mobile apps.

Zulily

Senior iOS Engineer

June 2020 - February 2022

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. Lastly I completely rebuilt our analytics and networking stacks in the iOS app to be modernized, built using Swift with overlays for legacy Objective-C compatibility.

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.

On The Web

Personal Site

<https://jsorge.net>

Taphouse SW

<https://taphouse.io>

LinkedIn

<https://www.linkedin.com/in/jsorge>