

# 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.

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## Work History

### 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.

### Solomon Solution

Technical Consultant

**May 2014 - June 2015**

At Solomon I primarily worked with one client, building for them a customer portal using ASP.NET MVC on the front-end, and ASP.NET Web API 2 on the back-end. I wrote unit-tests for the API component of the project to make sure things were working properly. I prototyped a couple of iOS apps: a customizable bingo game written in Swift, and a simple storefront application.

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## On The Web

Personal Site

<https://jsorge.net>

Taphouse Software LinkedIn

<https://taphouse.io>

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