

KAITLYN LANDMESSER

iOS Engineering & Leadership

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📍 Arlington, VA

EDUCATION

Bachelor of Science, Computer Science

West Virginia University

Awards

- Magna Cum Laude
- Upsilon Pi Epsilon
(Computer Science
Honor Society)
- PROMISE Scholar

SKILLS

Languages

Swift
Objective-C

Tools

Xcode
Git
Jira
Bazel
Phabricator & Arcanist
Swift Package Manager
Figma, InVision, Sketch
Firebase

Other

Writing
Eng management
Team building
Pair programming
Strategy
Project management
Chat GPT
AI Content Generation

EXPERIENCE

Staff Software Engineer (L6)

Block – Remote – February 2023 to May 2024

Led the development and improvement of foundational iOS features like Cash Management and Add-On Library which are used across all Point of Sale apps (Square, Retail, Restaurants, and Appointments).

- Improved processes across our organization (XPOS) by introducing a *Feature Development & Launch Checklist* and a *Feature Launch Pre-mortem*.
- Mentored and coached multiple iOS engineers through onboarding, pair programming, code reviews, and 1:1s.

Software Engineering Manager

Twitter – Remote – August 2022 to January 2023

Managed two teams of high functioning, collaborative, and empathetic mobile engineers building advertisements for the Twitter iOS and Android apps.

- Responsible for the delivery and continued support of all Web Ad Formats initiatives across iOS, Android, Web, and Backend.
- Led work streams, supervising at least 30 experiments testing incremental improvements to our products, 13 of which resulted in measurable improvements and were shipped to production.
- Worked closely with Product, Design, and Data Science to create roadmaps to balance business value, engineering value, and team health.
- Crafted promotion packets for engineers, resulting in promotion of two engineers for L5 to L6.

Tech Lead, Senior Software Engineer

Twitter – Remote – June 2020 to August 2022

Building Ads on iOS. Leading projects across iOS, Android, Web, and Backend.

- Lead for the Product Explorer team, where we built a new type of advertisement for advertisers to showcase a suite of products in full 3D right on the Twitter home timeline. Piloted on all platforms, resulting in +48% conversion rate.
- Delivered 3 new ad formats, 9 experiments, and countless incremental improvements to existing formats on iOS in Swift and Objective-C.
- Grew the iOS team by 5 engineers in 6 months through recruiting and interviewing.

VOLUNTEER

Tech Women Mentor

Year long mentorship program to Emerging Leaders across Asia, Europe, and Africa.

2020 - 2021

Codechella Mentor

Twitter Hackathon

2020

Capital One Coder's Mentor

Virginia Middle Schools

2017 - 2019

Women in STEM Mentor

Taught project based CS to high school students grades 9 - 12.

Montour High School

2015-2017

PROJECTS

WVU Mobile

iOS App, Swift

2014 - Present

A campus information app, providing news and events, dining hall menus, rapid-transit status, a map, and more to over 30,000 students.

EXPERIENCE continued

Senior Software Engineer

Rally Health (UnitedHealthcare) – Washington, DC – May 2019 to June 2020

Building the Recover Patient and Provider iOS apps, part of a new platform which keeps patients connected to their doctors and nurses before and after a surgery.

- Created many reusable components, which are used throughout the apps and have reduced feature development time, including a universal color palette.
- Rewrote the Messaging feature using MVVM, reducing the lines of code from 2700 to 700 without producing any bugs as a result of the refactor.
- Achieved 80% automated test coverage by creating a paradigm for writing robust and elegant XCUI tests by adapting the Page pattern to our codebase.

Senior Software Engineer (Principal Associate)

Capital One – McLean, VA – March 2017 to May 2019

Developed features for Capital One's award winning banking app, with over 13 million users and a 99.7% crash-free rate.

- Wrote code in Swift and Objective-C for new features, legacy features, and reusable components in the same codebase with dozens of engineers.
- Acted as backup technical lead on an agile team by defining feature architecture, assigning tasks, providing feedback on pull requests, mentoring junior developers, and collaborating with designers and product owners.
- Designed and developed architecture and UI/UX for multiple iterations of Capital One's mobile voice assistant proof of concept.

iOS Developer

Industrial Scientific – Pittsburg, PA – May 2015 to February 2017

Developed iOS (Swift), Java, C#, and HTML software applications alongside a small, multidisciplinary team of engineers.

- Designed, documented, and led development on an iOS application to read data from a gas detector over Bluetooth and transmit it to iNet, Industrial Scientific's real-time safety monitoring platform.
- Wrote Java code for bug fixes and enhancements to the core server of iNet.
- Created complex SQL queries to extract historical data from iNet to answer customer questions and assist in multiple teams' analysis and research.

Software Engineering Intern

NASA IV&V – Fairmont, WV – May 2013 to June 2014

Worked with Engineers on NASA's Multi Purpose Crew Vehicle (MPCV) team to validate and verify the vehicle's flight software in preparation for the Exploration Flight Test-1 launch.

Undergraduate Researcher & Teaching Assistant

WVU Lane Dept. of Computer Science – Morgantown, WV – 2013 & 2015

Worked with a faculty led research team in writing technical grant proposals. Ran weekly office hours to assist student with homework. Graded test, quizzes, and Python programming assignments.