

# Kevin Lundberg

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## TECHNICAL EXPERTISE

Languages: Swift, Objective-C, JavaScript, Java, GraphQL, PHP

Platforms: iOS (native), Android (native), React, Node.js

Tools: Xcode, Fastlane, Xcodegen, Visual Studio Code, Jenkins, BuddyBuild, Docker, Bash

## WORK EXPERIENCE

**Wayfair, LLC (Boston, MA)**

October 2012 – February 2020

### iOS App Developer/Architect

- ✓ Developed, architected, and maintained Wayfair's various iOS applications (Wayfair, Joss & Main, AllModern) and how they interface with Wayfair's API. Designed and developed a networking framework with an easy to use but powerful promise-based interface for requesting and decoding data.
- ✓ Planned out and implemented modularization of parts of Wayfair's codebase into individual libraries and frameworks in order to more easily share code and speed up developers' workflow.
- ✓ Designed & Implemented an API testing framework that let iOS developers write simple tests to ensure that changes to the backend would not break the existing apps in production. Removed iOS-only dependencies from Wayfair's networking framework in order to run the tests on Linux using Docker during the web deployment pipeline.
- ✓ Architected the transformation of the Wayfair iOS app from an iPhone-only app to a universal iPhone/iPad application.
- ✓ Built integral features of the Wayfair iOS application from the beginning, such as product browsing, searching, filtering, and checkout while architecting ways to share code efficiently among Wayfair's different iOS apps.
- ✓ Pushed the mobile development team's processes, workflow and development practices forward: encouraged education with Swift with training sessions and video screenings, organized moving our codebase to git from our legacy SVN, and mentored and taught others on the team about new iOS features and complex development topics.

### Mobile DevOps/Release Engineer

- ✓ Built continuous integration & continuous delivery system for Wayfair's iOS apps using Jenkins & Fastlane. I automated unit testing, code coverage, static analysis, pull request validation, and submission to the iOS App Store.
- ✓ Organized and executed migration of our CI/CD system to BuddyBuild once our original Jenkins system stopped scaling with Wayfair's growing number of iOS developers.
- ✓ Built a developer metrics dashboard that gathered and displayed metrics around developer compile time length, CI build time length, and CI queue times to better monitor the impact of changes to our build times over time.
- ✓ Built tools to make it easier for developers to create new library projects in the repository according to Wayfair's conventions to aid the modularization effort.

### Node.js/React developer

*References will be furnished upon request*

- ✓ Joined Wayfair's Release Engineering team to build new features into Wayfair's custom merge train and deployment tool "Integrator", to enable it to support iOS and Android in addition to its website git repos.
- ✓ Enhanced the Integrator with custom React components necessary for the Android and iOS build processes.
- ✓ Build an ios/android build process-specific state machine to control what steps the app build system would need to follow and which steps originally present for the web build and deploy system would need to be skipped.
- ✓ Generalized much of the javascript codebase to not rely on hardcoded references to git repositories and other resources, but instead to operate more on configuration
- ✓ Planned and scoped the features and enhancements in order to delegate out tasks to speed up development.

### **Independent Contractor**

- ✓ 2017 – Took an iOS app originally written as a professional version of Twitter called Industry, and refactored or rewrote much of it to simplify the code and to fit new designs.
- ✓ 2016 – Built a skeleton Android app for a small startup named TabShare, modeled after their iOS app. Built basic screen flows and network data handling, and set up the project for the founders to continue on after an initial hand-off.
- ✓ 2013 – Built an Android client for the social network Industry (see above) from scratch. Built and architected multiple screens, how they transitioned, and how they fetched and cached data.

### **Software Developer, QA Engineer & Release Engineer** Waltham, MA

*Verivo Software*

July 2006 – October 2012

- ✓ Aided in designing and building Verivo's first iPhone offering from scratch with no prior iPhone experience.
- ✓ Integrated Lua Interpreters into Verivo's iOS, Android, and Blackberry applications to enable client-side scripting capabilities.
- ✓ Enhanced the open source Lua interpreter to add key missing capabilities from the standard library.
- ✓ Led the development of key features for Verivo's iPad implementation.
- ✓ Coordinated and enhanced Verivo's continuous integration and delivery systems during the interim periods where a dedicated release engineer was not present.
- ✓ Developed and maintained a suite of automated tests using FitNesse to test multiple key parts of Verivo's product after every automated build.

### **Web Programmer Co-op**

Needham, MA

*Geotrust, Inc*

July 2005 - December 2005

- ✓ Designed test cases using JUnit for critical applications and Java classes.
- ✓ Fixed assigned bugs across multiple products written in Java and assisted in adding functionality to products in development.
- ✓ Aided QA in identifying problems or bugs and finding solutions to them.

### **Open Source Contributor**

<https://github.com/klundberg>

- ✓ Built various micro-frameworks to explore specific targeted ideas in Swift: Weakify (weakly bind self to a function reference) and CopyOnWrite, a way to more easily control how you build
- ✓ Built KRLCollectionViewGridLayout, an alternative to UICollectionViewFlowLayout that lets users configure a collection view to lay cells out based on the configured number of columns.

*References will be furnished upon request*

- ✓ Enhanced ASMediaFocusManager, an open source image viewing UI component, to add paged scrolling support.
- ✓ Made contributions to an Objective-C mocking library “OCMockito” to make it easier to mock specific types of objects.

## **EDUCATION**

Northeastern University

Bachelor of Science in Computer Science, 2007

Boston, MA

*References will be furnished upon request*