LEAD SOFTWARE ENGINEER

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PROFESSIONAL SUMMARY

Accomplished Senior Software Engineer with 20+ years of experience developing award-winning mobile applications featured in Apple's App Store 'New and Noteworthy' and 'What's Hot' sections. Proven track record of leading enterprise-scale iOS development initiatives for Fortune 500 retailers, consistently maintaining 4+ star ratings. Expert in mobile architecture, team leadership, and driving technical innovation across retail, publishing, and IoT industries.

TECHNICAL SKILLS

Languages: Swift, Objective-C, C#, Objective-C++, JavaScript

iOS Frameworks: SwiftUI, Combine, The Composable Architecture (TCA), UIKit, CoreData, ObjectCapture, Swift Concurrency

Development Tools: Xcode, Git, CI/CD, Cocos2D-X, Xamarin, Xamarin.Forms

Specialties: Mobile Architecture (MVVM, MVC), Unit Testing, Accessibility Standards, IoT Integration, Team Leadership

PROFESSIONAL EXPERIENCE

iOS Lead Engineer
Target Corporation | 2022 - Present

- Lead iOS engineering team for Account and Deals sections of Target's flagship mobile application, serving millions of daily active users
- Architected and implemented modern iOS solutions using SwiftUI and The Composable Architecture (TCA) for scalable, maintainable codebase
- Led team-wide adoption of Swift Concurrency, contributing to initial conversion efforts that improved app performance and code quality
- Pioneered implementation of Passkeys authentication in Target iOS app, leading end-to-end integration for enhanced security and user experience
- Modernized Deals section architecture, replacing legacy code with contemporary patterns and improving maintainability
- Conducted technical leadership sessions on iOS performance optimization, establishing best practices for the engineering team

- Lead mobile engineering team in establishing and enforcing coding standards, pull request processes, and architectural patterns for both iOS and Android platforms
- Architected and implemented modernized search functionality across Designer Brands' portfolio of retail applications
- Manage multi-brand mobile applications for US and Canadian markets, ensuring consistent user experience and technical excellence
- Champion accessibility initiatives and modernization efforts across all mobile platforms
- Develop product roadmaps incorporating cutting-edge iOS technologies including ObjectCapture and Swift Concurrency
- Design and maintain enterprise applications for DSW store team members

Principal iOS Engineer
DICK'S Sporting Goods | 2020 - 2021

- Led complete rewrite of flagship DICK'S Sporting Goods and Golf Galaxy mobile applications, replacing web-based shopping with 100% native iOS implementation
- Redesigned and implemented enhanced search experience for home view, significantly improving user engagement
- Trained in-house development teams on SwiftUI, Combine framework, and modern iOS development best practices
- Established comprehensive unit testing standards and methodologies, reducing regression bugs by 40%
- Served dual role as Engineering Manager for iOS and Android teams, overseeing technical direction and team growth
- Led recruitment efforts for full-time and contract engineering resources

Senior Developer of Mobile & IoT
DornerWorks | 2019 - 2020

- Led iOS and Android development for IoT projects, managing full project lifecycle from estimation through deployment
- Architected mobile solutions integrating with IoT devices and cloud platforms

iOS Lead Architect
Meijer | 2015 - 2019

- Pioneered mobile application initiatives for Meijer's retail division, establishing mobile presence from ground up
- Sole iOS developer for shop & scan application, achieving millions of downloads and 600k+ monthly active users
- Led dramatic improvement in app ratings from 1.5 to 4.5 stars through focused quality initiatives and user feedback implementation
- Spearheaded successful migration from Objective-C to Swift, modernizing entire codebase
- Developed internal mobile applications supporting shop & scan ecosystem
- Designed and presented architecture patterns for iOS and Android teams, significantly reducing regression bugs through improved unit testing practices

Senior Developer for Mobile Applications & IoT

- Led iOS and Android development for IoT-enabled home cleaning products, managing project estimation, design, and implementation

Senior iOS Developer
Sportsman Tracker | 2015

- Led iOS development and ongoing maintenance of Sportsman Tracker application
- Mentored junior developer, providing comprehensive iOS training and development guidance
- Maintained consistent 5-star rating through excellent user experience and rapid issue resolution

Senior Developer of Mobile Technologies
HarperCollins Publishers | 2012 - 2015

- Directed all mobile initiatives for one of the nation's largest publishers with annual revenue in seven figures
- Developed portfolio of successful mobile applications including The Beginner's Bible, Purpose Driven Life, and Common Prayer
- Maintained exceptional quality standards with all internally produced apps achieving 4-5 star ratings

Senior Software Engineer
X-Rite/Pantone | 2000 - 2011

- Contributed to diverse software projects across multiple business units over 11-year tenure
- Developed ColorDesigner retail paint matching application
- Created software for MatchStik LED-based color measurement device
- Built XCQC industrial color quality assurance system
- Engineered Coherix high-resolution surface measuring technology

SELECTED MOBILE PROJECTS

- Target (Swift, SwiftUI, TCA) - Leading retail app serving millions of daily active users
- The Meijer Mobile App (Objective-C, Swift) - Millions of downloads, 600k+ monthly active users
- shop & scan (Swift) - Retail mobile shopping solution
- Team Assist (Swift) - Enterprise team management application
- The Beginner's Bible (Objective-C) - Featured in App Store 'New and Noteworthy'
- SportsmanTracker (Objective-C, Swift) - 5-star rated outdoor activity tracker
- The Daniel Plan (Xamarin C#) - Cross-platform health and wellness application
- Halflings Memory Match (Objective-C++, Cocos2D-X) - Game development

EDUCATION

PATENT

US Patent 20070002324
Systems and methods for profiling and synchronizing a fleet of color measurement
instruments

REFERENCES

Professional references available upon request