Kyle Johnson

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Senior engineer specializing in iOS development using Swift, UIKit and SwiftUI. Additional experience in native Android and web development. Extensive backend, database, and unix system knowledge.

University of Wisconsin-Eau Claire

Graduation Date

Computer Science, Software Engineering, B.S. 3.8 GPA, University Honors

May 2019

Target - Brooklyn Park, MN

Senior iOS Engineer

October 2023 - Present

- Developed a keyword selector for filtering product reviews in the Target iOS app
- Learned TCA (The Composable Architecture) to write consistent, testable Swift code
- Efficient working cross-functionally with design, accessibility and analytics teams

Innovative Computer Software - Eden Prairie, MN

Software Developer (iOS) • 4 years, 5 months

June 2019 - October 2023

- Implemented the latest iteration of Great Clips' customer waitlist display seen in 4,000+ salons. Written in Swift and Objective-C using the external display API
- Delivered key point-of-sale features including a kiosk mode and customer-facing display
- Took over the early development of our company's first SwiftUI and Mac Catalyst apps
- Adopted modern iOS practices such as async/await and property wrappers
- Migrated multiple preexisting Objective-C applications to Swift
- Gained CI/CD experience using Jenkins to automate builds and uploads to TestFlight
- Hands-on with AWS to deploy environments and monitor server health and stability
- Wrote SQL queries and migrations for production-level Postgres databases
- Extensive use of git for version control, merging, and rebasing

Intern • 4 months May 2018 - Aug 2018

• Gained experience programming iOS apps using Swift and Objective-C

University of Wisconsin-Eau Claire - Eau Claire, WI

Web Developer • 2 years, 3 months

Mar 2017 - May 2019

 Learned Ruby on Rails and Drupal while assisting the university's web team in weekly sprints

Tech Support Representative • 1 year, 7 months

Sep 2015 - Mar 2017

• Offered laptop cleanup and printer assistance to campus residents and employees

Additional Notes

- Recipient of Apple's WWDC 2017 scholarship. Learned best practices for iOS development directly from Apple engineers through in-person attendance of sessions and labs
- Created multiple side projects (hosted on GitHub), including a raspberry pi-powered Spotify matrix display, a modern portfolio website, and various data visualization projects
- Strong appreciation for friendly UI design and prioritizing user experience first