



Milo Wyner

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Summary I'm an aspiring iOS app developer, who has been studying and prototyping iOS apps for the past two years. I'm passionate about software, and I have a great attention to detail. I'm also empathetic, good at communicating, fast at learning, and self-driven.

Skills I've learned many aspects of iOS app development in Swift, including: UI design and implementation (with both UIKit and SwiftUI), networking, debugging/testing, source control with git, and many iOS frameworks like Core Data, Core Location, and more. I've had experience building small apps not only with third party APIs, but also using just Apple's frameworks.

Education **iOS App Development — June 2018 to Present**

- Self-Taught using online courses, tutorials, and textbooks
- Completed Angela Yu's iOS App Development Bootcamp on Udemy

Computer Science — Sep. 2016 to Jun. 2018

- Portland Community College

Experience **iOS Intern at Apance — August to October 2020**

I got real world experience building various features for a creative iPad app using Swift, SwiftUI, and UIKit. I overcame different challenges including building an edit frame to move, rotate, and scale a drawing layer that renders in Metal, which involved trigonometric calculations and troubleshooting to sync correctly.

Sales Specialist at Apple — July 2019 to July 2020

Working in an Apple Store has given me new perspectives on how everyday people use the iPhone, Apple Watch, and other mobile devices, and how important it is to make sure the apps they use function properly.

Published an App to the App Store — May 2019

I spent a few months working on a fun weather app that tells you if robots will take over the world based on the weather conditions. It has a simple UI, with some clean animations. It makes calls to an API for the weather, and uses some custom logic for the robot message.