# Milo Wyner

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#### Summary

I've spent the past two years learning how to build beautiful and intuitive apps, with experience both shipping my own app and working as a software engineering intern. Empathy, speed at learning, and a self-driven nature are some of my best qualities.

#### Skills

- Languages Swift
- iOS Frameworks UIKit, SwiftUI, Core Data, Core Location, XCTest
- Design patterns MVC, MVVM, delegation
- Networking URLSession, Alamofire, REST APIs
- Miscellaneous Git source control, package managers (CocoaPods, SwiftPM)

### **Experience** iOS Software Engineering Intern at Apance, August to October 2020

- Features Layer editing frame, commenting interface, brush menu
- Accomplishments Figured out how to convert trigonometric equations into code to correctly position layers on a moveable canvas; and modularized part of the code base
- Technologies used Swift, SwiftUI, UIKit, Metal, Git

# Sales Specialist at Apple, July 2019 to July 2020

Working in an Apple Store has given me new perspectives on how everyday people use iOS devices, which has informed how I design delightful and easy to understand apps that anyone can use.

# Will Robots Take Over Today? Published to the App Store, May 2019

- A delightful weather app that tells you if robots will take over the world based on the weather conditions.
- It features a sleek UI and with some clean animations.
- Fetches and parses JSON data from the Dark Sky Weather API.

#### Education

### iOS App Development, June 2018 to Present

- Completed iOS App Development Bootcamp by Dr. Angela Yu on Udemy
- Tutorials from apple.com, raywenderlich.com, hackingwithswift.com, swiftbysundell.com
- Textbooks such as Ray Wenderlich's Design Patterns by Tutorials, Matt Neuburg's iOS 13 Programming Fundamentals with Swift, and Paul Hudson's Testing Swift

# Computer Science, September 2016 to June 2018

Portland Community College, 3.78 GPA, President's List member