

Mike DiNicola

Computer Engineer Specializing in Mobile Applications

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Languages/Tech:

iOS: Swift, Obj-C **Android:** Java, Kotlin **Unity/VR:** C#

PROFESSIONAL EXPERIENCE

Stitch Fix

2021 – present

iOS Native App Platform Staff Engineer

- Architecture decision making and design system leadership for a large team shipping weekly at scale.

Modo Labs

2020 – 2021

iOS Platform Lead

- Leading iOS development for low code native platform with apps on 5m+ active devices.

Superpedestrian

2018 – 2020

Lead Mobile Application Developer

- Lead iOS and Android teams on connected scooter/bicycle project from inception to launch.

Morphotrust, USA

2016 – 2018

Senior Mobile Application Developer

- Design and implementation of SDKs, including demo and sales apps in the biometrics/identity space.

Tank Design

2015 – 2016

Mobile Application Developer

- App development for iOS and Android, internal and client work.

INDEPENDENT PROJECTS

Castle Croc (iOS, Swift)

2015

One of the first games available for Apple Watch to use Digital Crown

- Completed all phases of development, including art, music, and engine (pre-SpriteKit availability)

- Press includes TouchArcade, App Advice

<https://toucharcade.com/2015/11/17/castle-croc-is-the-first-apple-watch-game-weve-seen-in-a-while/>

tinyCalc/tinyCalc FREE (iOS, Objective C, Swift)

2014

Custom calculator app and widget for iPhone, iPad & Apple Watch

- One man project taken from prototype to distribution and marketing on Apple's App Store

- Reached ~100k users; named top 100 utility app in 35 countries

...and many others!