

# Mitchell Sweet

Seeking a full time position in software engineering starting Summer 2021

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## Education

**Rochester Institute of Technology** - Rochester, New York

B.S. in Web and Mobile Computing, Minor in Business Administration, **expected graduation spring 2021**. GPA 3.61

## Skills and Languages

### Proficient

- Swift/Objective-C
- Java/Kotlin
- HTML/CSS/Javascript
- MySQL
- Photoshop/Sketch

### Actively Learning

- Node.js
- React
- PHP
- Python
- Apache Web Server

## Achievements

- Two time winner of Apple Worldwide Developers Conference (WWDC) scholarship tickets for 2016 and 2017
- Earned the rank of Eagle Scout
- Dean's List 2016 - 2020

## Experience

**Apple**  
**Software Engineer**  
June - August 2020

Worked on the Research App team and developed a new feature for Apple's Research application for iOS. Prepared and delivered presentations. Participated in prototyping and design work for future releases. Worked with Swift.

[apple.com](https://apple.com)

**Curaegis**  
**iOS Engineer**  
January - May 2020

Developed WatchOS extension for the MyCadian application. Additionally, worked on a four person team to develop the new Trana health application for iOS. Worked with Swift

[curaegis.com](https://curaegis.com)

**Apple**  
**Software Engineer**  
May - December 2019

Worked on the Spotlight team and developed multiple features and enhancements to the Spotlight application for Mac and iOS. Prepared and delivered presentations for multiple projects. Participated in prototyping and design work for future releases. Worked with Swift and Objective-C.

[apple.com](https://apple.com)

**BFLO School**  
**Software Engineer**  
January - May 2019

Worked for a startup on a three-person team creating a no tuition, project-based programming school. Helped develop internal student facing curriculum web application along with creating the iOS programming curriculum. Worked with React, Node.js, MySQL, and Swift.

[dev.bfloschool.com](https://dev.bfloschool.com)

**Expensify**  
**Mobile Engineer**  
May - December 2018

Worked on an eight person team to develop Expensify's mobile application for iOS and Android. Implemented improvements and multiple features, including a support page and image share extension. Worked with Swift, Objective-C, Java, Kotlin, and Javascript.

[expensify.com](https://expensify.com)

## Projects

**QuoteJar**  
Feb 2019 - Present

- Node.JS API, Android, and iOS application that enables groups of friends to store amusing quotes they say with each other.
- Powered by Node.JS HTTP RESTful API using MySQL for data storage.
- iOS and Android applications allow users to create and join quote jars where quotes can be added, shared, and voted on by jar members.
- Written in Javascript, Kotlin, and Swift. Uses MySQL database.

[quotejar.io](https://quotejar.io)

**Station Controller**  
April 2018

- Arduino sketch and iOS application that automate the station for a model roller coaster.
- Arduino controls motors for lift hill, dispatch system, and station gates. Also communicates with iOS device using bluetooth.
- Two part iOS app allows operator to control all aspects of station while allowing up to seven other iOS devices to connect using multipeer and control station gates and dispatch system with the guest UI.
- Written in C++ and Swift.

[masprojects.site/stationcontroller](https://masprojects.site/stationcontroller)