

# Ryan Ackermann

Software Engineer, Writer, Designer

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4840 Herrin Rd NE  
Salem, OR 97305

**Email:** [ryan@ackermann.io](mailto:ryan@ackermann.io)

**Phone:** +1 (503) 856-2750

**Twitter:** [@naturaln0va](https://twitter.com/@naturaln0va)

**GitHub:** [@naturaln0va](https://github.com/@naturaln0va)

**LinkedIn:** [@naturaln0va](https://www.linkedin.com/in/@naturaln0va)

**StackOverflow:** [@naturaln0va](https://stackoverflow.com/@naturaln0va)

**Blog:** <https://ackermann.io>

## Extras

- **Conference speaker** RWDevCon 2017 - [iMessage Apps](#).
- Created the popular open source project [VisualActivityViewController](#) that has over **750 stars**.
- Contributor on [StackOverflow.com](#) with over **750 reputation points**.
- Working on **video games** as a hobby at [Retro Alpaca](#).
- Learning **German** on [Duolingo](#).

## Employment History

### iOS Developer (Feb 2020–Present) @ [Clay](#) - Remote

Working as the sole developer on the iOS app.

Architected a SwiftUI app from the framework's first version. Took the app from a private beta to the [award winning](#) experience it is today. Utilized many cutting edge system features such as home and lock screen widgets.

### iOS Developer (2019–2020) @ [MartianCraft](#) - Remote

Worked for their top client, a fortune 500 company. Release many updates to their enterprise applications covering a wide domain of their business. Worked with their management and backend engineers to complete complex features.

### iOS Developer (2015–2019) @ [YouVersion](#) - Edmond, OK

Worked on the Bible iOS application. Worked alongside another iOS developer on a team of 20+ engineers. The iOS app had 10+ million DAUs. Worked on many feature teams, won two office hackathons, and pioneered the usage of A/B testing. Created a tvOS app that launched day one.

### Tutorial Author (2016–Present) @ [RayWenderlich.com](#)

Wrote and updated more than 15 tutorial articles. Worked on two teams, Apple Game Frameworks and iOS. Worked with a large international team of 200+.

## Experience

I am a self taught developer. Started working with Swift the day it was released in June 2014. Worked with Objective-C a year prior and continue to use it today. Worked with many design tools such as: Sketch, Figma, and the Adobe suite. Passionately learning Ruby and Python for various server use cases.