

Ryan Ackermann

Software Engineer, Writer, Designer

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Employment History

iOS Developer (May 2019–Present) @ [MartianCraft](#)

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 app iOS application. Worked alongside another iOS developer on a team of 20+ engineers. Worked on many feature teams, won two office hackathons, and pioneered the usage of A/B testing. The Bible app currently has over 350 million installs.

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

Wrote and updated more than 10 tutorial articles. Worked on two teams, Apple Game Frameworks and iOS. Worked with a large international team of 200+.

Freelance Developer (2013–Present)

Worked on 5 [personal applications](#) that were published to the Apple App Store as the sole developer and designer. Worked on a iOS client application for a mortgage SaaS business. Worked on a location based [prayer application](#) as the developer of the backend as well as the iOS client application.

Experience

Self taught developer. Started working with Swift the day it was released in June 2014. Worked with Objective-C a year prior and continue using it today. Worked with many design tools such as: Adobe Illustrator, Adobe Photoshop, Affinity Designer, and Sketch. Passionately learning C, Python, and Golang for various use cases.

Extra

- **Conference speaker** RWDevCon 2017 - [iMessage Apps](#).
- Open source contributor. Created the popular project [VisualActivityViewController](#) that has over **700 stars**.
- Contributor on [StackOverflow.com](#) with over **500 reputation points**.
- Working on **video games** as a hobby at [Retro Alpaca](#).
- Learning **German** on [Duolingo](#).