

# STEVEN O'TOOLE

## SKILLS

Proficient in: Swift, Xcode, UIKit, SwiftUI, AppKit, Combine, Async/Await, WatchKit, HealthKit, REST, JSON, Git  
Familiar with: Async/Await, Objective-C, CoreGraphics, Realm, SQLite, Vapor, SPM, PostgreSQL

## EXPERIENCE

**Software Engineer III, [MoneyGram](#)** | November 2023 to present | remote

- Extensively collaborated with Product, Design, and QA to enhance user experience and reliability of the Moneygram consumer iOS mobile app (4.9 • 500K Ratings)
- Designed & implemented features including Rich Push notifications, SwiftUI, many third part libraries
- Relentlessly exterminated bugs, refactored, and removed dead code

**Senior iOS/macOS Developer, [Freelance](#)** | May 2023 to present | remote

- Developed the Three Minute Heart Health app for University of Minnesota. Designed and developed SwiftUI user interface. Developed CoreBluetooth code to read heart monitors (Not released yet)
- Developed [Vemo AI iOS app](#). Designed and wrote all the SwiftUI and networking code

**Senior iOS/macOS Engineer, [Class Technologies](#)** | March 2021 to April 2023 | remote

- Developed UI modules with AppKit, UIKit, and SwiftUI to expose Zoom SDK Video / Meeting SDK features (video streaming, recording, annotations, virtual backgrounds, audio...)
- Created Codable structures that consumed JSON, published to Combine, updated UI, & wrote to backend APIs
- Designed/implemented dynamic menu generation system for both NSMenu & UIKit menu component that's attractive, flexible, localized, & sizes itself for Accessibility
- Wrote a cross-platform library that standardizes runtime data collection and reporting to Apple's OSLog and Sentry
- Relentlessly exterminated bugs, refactored, and removed dead code

**iOS Software Developer, [Bodymatter](#)** | September 2018 to March 2021 | Newport Beach, CA

- Maintained & developed code for [SleepWatch](#): data-driven, personal sleep enhancement app (4.7 • 228.9K Ratings)
- Constructed iOS & wOS user interfaces in code and in storyboards using autolayout and SwiftUI
- Gathered, processed, compressed, uploaded HealthKit, Accelerometer, and Audio data

**Senior iOS Developer, [PhD Labs](#)** | November 2016 to March 2018 | Irvine, CA

- Refactored iOS apps, debugged, prepared and released to the App Store (five apps)
- Architected/developed iOS app featuring calendars, chat, REST interface in > 10K lines of Swift code (Heyoo app)
- Architected/developed Full Stack Server-Side Swift and iOS app using Vapor, PostgreSQL, Twilio, S3 (YurParty app)

**Contract Software Developer, [freelance](#)** | November 2000 to September 2018 | Los Angeles & Irvine, CA

- Developed Mac and iOS apps for [GreenBooks](#) & [FastEvac](#). Fixed bugs, implemented new features including REST/JSON, CoreLocation, CoreBluetooth, Push, and authorization
- Designed architecture for a Web engine for Music Digital Rights Administration using Java servlets/JSP & Oracle

**Lead Developer, [Kibu](#)** | October 1999 to October 2000 | Redwood City, CA

- Architected/developed most server-side java & SQL code, and most front-end for launch of this fully-funded startup

## EDUCATION

• **Udacity:** [iOS Developer Nanodegree](#)

• **John E. Anderson Graduate School of Management at UCLA** | [Master of Business Administration](#)

• **Drew University** | [Bachelor of Arts](#), Majors: Philosophy and Economics | Madison, NJ