

# Peter Larson

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## EXPERIENCE

### Wimyx — Contract

August 2021 – September 2022

#### UI/UX Designer

- Designed wireframes and mapped out user-flow charts to illustrate the app's vision in Figma design and Figma jam files to establish clear project objectives and timelines. Product was tested by the band Coldplay.
- Researched UI current industry design patterns, drafted mood-boards to determine graphical product theme.
- Shared Docker containers with the team to ensure we were using the same development environment for our application.
- Posted user generated media and pulled from event audio to mix into content from AWS S3 buckets.
- Combined my iOS software engineering background and UI/UX experience together to transform the design work from Figma files into functional iOS prototypes in Xcode using SwiftUI and TCA.

### Fiverr — Remote

March 2021 – August 2021

#### Freelance iOS Developer

- Provided consultation to identify project specifications with clients and later provide them with iOS development services to achieve their goals varying from feature implementation to debugging.
- Vlogged daily development updates for clients to keep them up to date of any advances and obstacles.
- Maintained a perfect 5.0 star rating with outstanding reviews from multiple clients.
- Created a Swift Package to render thumbnails in 54 layouts from an input of 2-5 images in varying orientations for a photo & video utility client in SwiftUI, and enforced code style guide and documentation to ensure usability for future developers.
- Debugged a iOS app's Google login gateway integration failure to complete the login request and update the view's state in UIKit.

### Studioso — (Startup) Edina, Minnesota

Highschool 2018-2019

#### iOS Developer, UI designer

- Modernized music education with the production of two standalone iOS applications.
- Collaborated with highschool peers to design, develop, and publish apps onto the iOS App Store.
- Awarded \$10K cash award after winning the MN Cup startup competition in the youth division (2019).

## PROJECTS

### TCA-Snake 2 — <https://github.com/p-larson/TCA-Snake-2>

April 2023

macOS 13.3 application of the retro videogame Snake built in SwiftUI with TCA

- Utilized TCA (The Composable Architecture) to create a composable, testable, and ergonomic code.
- Integrated SwiftUI as the sole UI library, binding with TCA to handle state and logic.
- Created composable dependencies to isolate and control functionality outside the reducer's logic.
- Designed XCTestCase to ensure that evaluated logic resulted in predicted state changes.

### SwiftUICardStack — <https://github.com/p-larson/SwiftUICardStack>

May 2021

Open Sourced Interactable Data Picker SwiftUI View Swift Package for SwiftUI

- Created a SwiftUI view that renders data in 3D in an interactable and animatable context.
- Posted on GitHub that with 17 GitHub stars from developers in the iOS Development community.

### SwiftUISelector — <https://github.com/p-larson/SwiftUISelector>

October 2020

Animatable SwiftUI View Tab Selector Swift Package for iOS 14, macOS 10.15, Swift 5.3

- Created a SwiftUI component that renders a tab selectable container for a handful of pages.

### Outline — <https://github.com/p-larson/Outline>

November 2016

iOS 10.0, Swift 3.0, UIKit, SpriteKit mobile game created by me in highschool

- Developed one of the least fun mobile games ever as a one of my earliest iOS projects as a freshmen in highschool.

## TECHNICAL SKILLS

**Programming Languages:** Swift, Java, Objective-C, Python, HTML, CSS, JavaScript

**Tools & Frameworks:** SwiftUI, UIKit, Git, Xcode, Swift Package Manager, TCA (The Composable Architecture), Combine, Storyboards, Firestore/Firebase, CocoaPods, Slack, CI with GitHub Actions, Eureka, CoreGraphics, Foundation, SpriteKit, AudioKit, CasePaths, Vapor, SQL, Docker, Dispatch, Eclipse, PyCharm, Figma, Spotify, FileZilla, MVC, MVVM

## EDUCATION

### THE UNIVERSITY OF TEXAS AT AUSTIN

Graduated May 2023

Bachelor of Science in Communication & Leadership

## ACCOMPLISHMENTS & ASSOCIATIONS

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### AMERICAN, NCAA, US-OPEN RECORD BREAKER

2023

[https://www.espn.com/college-sports/story/\\_/id/35921248/texas-sets-ncaa-record-4th-straight-800-free-relay-win](https://www.espn.com/college-sports/story/_/id/35921248/texas-sets-ncaa-record-4th-straight-800-free-relay-win)

Men's 800 Freestyle Relay, representing Texas as the 3rd relay leg at NCAA's in Minneapolis, MN

### NCAA D1 NATIONAL RUNNER-UP TEAM

2021-2022

Placed 2nd in Team Placement Overall at the Men's National Championship for Swimming & Diving

### NCAA D1 NATIONAL CHAMPIONSHIP TEAM

2020-2021

Scored 11 Points as a Sophomore in the Men's 200 free to help the Longhorns win the team title.

### 4X ALL-AMERICAN

2021, 2023

200 Freestyle (2021), 200 Free relay (2023), 400 Free relay (2023), 800 Free Relay (2023)

### CSCAA SCHOLAR ALL-AMERICAN HONORABLE MENTION

2019-2020

Achieved a GPA average of 3.50 or higher as a collegiate-athlete

### US. OLYMPIC TEAM TRIALS QUALIFIER

2016, 2021

2x qualifier and competitor at the U.S Men's Olympic Team Trials.

First qualified and competed as one of the youngest males at 15 years old in 2016. Competed again in college at 20.

### D1 SWIMMER FOR THE TEXAS LONGHORNS

2019-2023

<https://texassports.com/sports/mens-swimming-and-diving/roster/peter-larson/12061>

University of Texas at Austin, Men's Swimming and Diving Team

### #9 RANKED MALE SWIMMING RECRUIT IN CLASS OF 2019

2019

<https://swimswam.com/re-rank-top-20-boys-ncaa-swimming-recruits-class-of-2019/>

Ranked 9th as a senior in highschool, previously ranked as an honorable mention as a junior in highschool.