Peter Larson

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SUMMARY

iOS Software Engineer with 8 years of experience and American-Record breaking work ethic. Driven to design and build pixel-perfect products. Receptive to new technology with an entrepreneurial-spirit for people-focused problem-solving.

EXPERIENCE

Wimyx — (Contract, Remote) Austin, Texas   August 2021 – July 2023
UI/UX Designer, Mobile Software Engineer
- 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.
- Developed a shared component library using React-Native and StorybookJS to collaborate and share frontend components with team. Published Storybook builds through Chromatic to enable peer-review.
- Researched current UI industry design patterns, drafted mood boards to determine graphical product theme.
- Posted user-generated media and pulled event audio to mix into content from AWS S3 buckets.

Fiverr — (Remote) Austin, Texas   March 2021 – August 2021
Freelance iOS Native 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 on 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 Google login gateway integration failure and refactored state management and bindings into UIKit.

Studioso — (Startup) Edina, Minnesota   High School 2018-2019
iOS Developer, UI designer
- Modernized music education with the production of two standalone iOS applications.
- Collaborated with high school peers to design, develop, and publish two apps onto the iOS App Store.
- Awarded $10K cash award after winning the MN-Cup startup competition in the youth division (2019).

PROJECTS

TCA-Bible — https://github.com/p-larson/TCA-Bible   July 2023
- Multi-platform iOS 16.0/macOS 13.0 application built with SwiftUI and TCA.
- Isolated features into an SPM Package with 8 targets, 4 test suites, and 4 product libraries.
- Shared 90% of code base with distinct mobile and desktop build targets.
- Implemented rkeplin's bible-go-api into a testable and composable TCA Dependency.
- Configured a GitHub Workflow to build and test SPM Package on macOS-13 in Xcode 14.3

TCA-Snake 2 — https://github.com/p-larson/TCA-Snake-2   April 2023
- macOS 13.3 application of the retro video game 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 XCTestCases to ensure that evaluated logic resulted in predicted state changes.

ComposableCamera — https://github.com/p-larson/ComposableCamera   September 2022
- Live-Camera app composing AVFoundation and VideoToolbox data coordinators as dependencies into TCA.

TCA-Snake — https://github.com/p-larson/TCA-Snake   July 2021
- A Snake game built for iOS 15.0 Beta, using SwiftUI's new Canvas view type, built on TCA.
- Wrote and published an open-sourced tutorial article to medium.com with 24 likes.

SwiftUICardStack — https://github.com/p-larson/SwiftUICardStack   October 2021
- Open-Sourced Intractable Data Picker SwiftUI View Swift Package for SwiftUI with 18 GitHub stars.

SwiftUIDictionary — https://github.com/p-larson/SwiftUIDictionary   August 2020
- Open-Sourced SwiftUI Text View Swift Package with interactive definition inspection.

SwiftUISelector — https://github.com/p-larson/SwiftUISelector   November 2020
- Animatable SwiftUI View Tab Selector Swift Package for iOS 14, macOS 10.15, Swift 5.3

TECHNICAL SKILLS

Programming Languages: Swift, Objective-C, TypeScript, Java, Python, HTML, CSS, JavaScript
Frameworks: UIKit, Foundation, SwiftUI, CoreData, CoreLocation, CoreText, FileProvider, FileProviderUI, iAd, JavaScriptCore, MapKit, Speech, SwiftCharts, XCTest, CoreAnimation, CoreGraphics, CoreImage, SceneKit, SpriteKit, AVKit, AVFoundation, CoreHaptics, CoreMedia, VideoToolbox, CoreBluetooth, Dispatch, OSLog, ComposableArchitecture, Eureka, SwiftUIRouter, AlamoFire, StatefulTabView, CasePaths, Combine, Vapor, React-Native
Testing: XCTest, GitHub Actions, SnapshotTesting, ComposableArchitecture
Tools: Xcode, CocoaPods, SPM, Eclipse, VSCode, Figma, Storybook, PyCharm, FileZilla, GitHub Desktop, Notion, Trello, Slack, Git, Storyboards, Chromatic, CI with GitHub Actions
Database: Firebase, AWS, MongoDB, SQL, Redis

EDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN   Graduated May 2023
Bachelor of Science in Communication & Leadership
- Completed studies in 4 years while as a Division-1 Athlete on scholarship

ACCOMPLISHMENTS & ASSOCIATIONS

AMERICAN RECORD HOLDER   **2023**
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 at the 2023 NCAA Division-1 Championship in Minneapolis, MN

NCAA DIVISION-1 NATIONAL RUNNER-UP TEAM   **2021-2022**
Placed 2nd in Team Placement Overall at the Men's National Championship for Swimming & Diving

NCAA DIVISION-1 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)

US OLYMPIC SWIM TEAM TRIALS QUALIFIER   **2020-2021**
Qualified for the 2nd time, at age 20, competing in the Men's 100 and 200 Meter Backstroke.

CSCAA SCHOLAR ALL-AMERICAN HONORABLE MENTION   **2019-2020**
Achieved a GPA average of 3.50 or higher as a collegiate-athlete

DIVISION-1 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 high school, previously ranked as an honorable mention as a junior in high school.

200 BACK SILVER MEDALIST AT THE JR PAN PACIFIC CHAMPIONSHIPS REPRESENTING TEAM USA   **2018**
Qualified and represented Team USA at the world stage, competing at the Jr Pan Pacific Championships in Suva, Fiji

US OLYMPIC SWIM TEAM TRIALS QUALIFIER   **2016**
At age 15, qualified in the Men's 200 Meter Backstroke as the second youngest male competing at the meet..

RELATED PROJECT SOURCE CODE

TCA-Bible

https://github.com/p-larson/TCA-Bible

- Sources/BibleClient/Client.swift
- Sources/BibleClient/Live.swift
- Sources/BibleClient/Preview.swift
- Sources/BibleCore/Book.swift
- Sources/BibleCore/Chapter.swift
- Sources/BibleCore/Genre.swift
- Sources/BibleCore/Translation.swift
- Sources/BibleCore/Verse.swift
- Sources/DirectoryCore/MenuDirectory/MenuDirectory.swift
- Sources/DirectoryCore/MenuDirectory/MenuDirectoryView.swift
- Sources/DirectoryCore/ToolbarDirectory/ToolbarDirectory.swift
- Sources/DirectoryCore/ToolbarDirectory/ToolbarDirectoryView.swift
- Sources/ReaderCore/Reader.swift
- Sources/ReaderCore/DesktopReader/DesktopReader.swift
- Sources/ReaderCore/DesktopReader/DesktopReaderView.swift
- Sources/ReaderCore/Page/Page.swift
- Sources/ReaderCore/Page/PageView.swift
- Tests/BibleClientTests
- Tests/DirectoryClientTests
- Tests/ReaderCoreTests/

ComposableCamera

https://github.com/p-larson/ComposableCamera

- ComposableCamera/CameraClient/Client.swift
- ComposableCamera/CameraClient/Live.swift
- ComposableCamera/CameraView.swift

TCA-Snake-2

https://github.com/p-larson/TCA-Snake-2

- TCA-Snake-2/Core/Snake.swift
- TCA-Snake-2/Core/Snake.swift#State
- TCA-Snake-2/Core/Snake.swift#Action
- TCA-Snake-2/Core/Snake.swift#Reducer
- TCA-Snake-2/View/SnakeView.swift
- TCA-Snake-2/Dependencies/CoordinateGenerator.swift
- TCA-Snake-2/Dependencies/HighScoreClient.swift
- TCA-Snake-2-Tests/TCA_Snake_2_Tests.swift

TCA-Snake

https://github.com/p-larson/TCA-Snake

- TCA-Snake/Sources/GameAction.swift
- TCA-Snake/Sources/GameEnvironment.swift
- TCA-Snake/Sources/GameReducer.swift
- TCA-Snake/Sources/GameState.swift
- TCA-Snake/Sources/GameView.swift

SwiftUICardStack

https://github.com/p-larson/SwiftUICardStack

- Sources/SwiftUICardStack/CardStack.swift
- Sources/SwiftUICardStack/CardStackSource.swift

SwiftUIDictionary

https://github.com/p-larson/SwiftUIDictionary

- Sources/SwiftUIDictionary/DictionaryView.swift
- Tests/SwiftUIDictionaryTests/SwiftUIDictionaryTests.swift

SwiftUISelector

https://github.com/p-larson/SwiftUISelector

- Sources/SwiftUISelector/SwiftUISelector.swift