

Peter Kos

iOS seattle/remote

peterkos.me
github.com/peterkos
pkos91@icloud.com
954-296-9356

professional

Tote | Lead iOS Engineer | Present

- Lead iOS engineer for social network shopping app, pre-funding startup
- Lightweight testable + mockable architecture without compromising speed
- Built CI/CD pipeline with fastlane + Swift Package Manager helper scripts
- Improved NestJS backend (migrations, OpenAPI docs, RESTful APIs, etc.)
- Owned Linear board + Featurebase public user feedback portal

WillowTree | Platform Software Engineer | '22-'24

Clients include Fox Sports, Fortune-50 Carrier, Telus, Empathable
Code

- Shipped for '22 World Cup, '23 Super Bowl
 - Redesigned Stories, Super Bowl livestream kickoff, miniplayer layout
- Led cross-platform integration of design system SDK
- Rearchitected feature module for resiliency from GraphQL backend
- MVVM / Composable architecture

Delivery

- Impacted >5 million users
- Owned medium to large features from concept to delivery
- Owned CI pipelines (GitHub/GitLab runners)
- Increased team throughput by 5x in build optimizations
- Implemented to the WCAG AA accessibility standard
 - @FocusState, cognitive usability, color contrast, dynamic type

Leadership

- Mentored interns, engineers, test engineers
- Led company-wide iOS learning sessions
- Led program-wide platform syncs on largest client engagement

WHOOOP | iOS Engineer Co-Op | '21 Jan-Jun

- Developed features for Sleep tracking & Smart Alarm
- Owned building the iOS Widget (design, data refresh, logging, networking)
- Fixed critical bugs (>50k users)
 - Correctly flush database+cache on account switch
 - Eliminate race conditions when loading sleep analysis
- Notably used: Combine, MVVM, Obj-C, CoreData, dSYMs, LLDB
- Gave regular presentations on iOS release strategy, testability

Tomorrow Ideas | Backend Intern | '18 Jun-Aug

- Extended the mobile REST API to handle localized app data
- PHP, Laravel, Vue.js

skills

proficient

- Swift, SwiftUI, XCTest, Fastlane, Swift Package Manager
- CI/CD (GitHub Actions), Figma, Linear, Xcode, Git

familiar

- UIKit, WidgetKit, CoreBluetooth, GraphQL
- Instruments, xcodegen, cocoapods

education

Rochester Inst. of Technology

b.s. computer science

- codeRIT, BrickHack, Society for Software Engineers, RIT Singers
- Notable courses: Distributed Algorithms, Programming Skills in Rust, Graphics Programming, Interactive Music (VR)

University of Washington ↑ transferred

b.s. computer science

b.m. music composition

- DubsTech, UW Chorale, Film Club
- Notable courses: Interactive Programming, Human Centered Design

projects

Cabinette

macOS app for organizing music discography, built for composers/producers: *cabinette.app*

- Shipping TestFlight Beta
- Swift Data

BrickHack

- iOS app for BrickHack 6, shipped to App Store
 - 600+ attendees could view live schedule, event resources
- Led development on a fully responsive event website. 10k+/mo unique visitors.

peterkos.me blog

- "Value-oriented testing"
- "Const Generics in Rust"
 - >1.5k views, front page on HackerNews

open source

- swift package manager
 - merged fixes for cross-compiling dependency checking
 - adds support for building iOS outside of Xcode
- firefox iOS
 - merged fixes for accessibility contrast bugs
- homebrew
 - brew.sh mobile website