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EXPERIENCE

Superhuman — San Francisco, California
Software Engineer — *May 2018 - Aug 2019*

- Email client with much of the heavy lifting done on the client-side. Lot of hype in Silicon Valley. Users included (at one point or another) Steve Huffman (Reddit), Michael Lopp (Apple/Slack), Nat Friedman (Github).

  It was a small startup. 6 engineers (including me) + 2 engineering managers when I joined. I worked with a team of 4 on the iOS app (Swift, Objective-C, C++, JavaScript). I also occasionally contributed to the web frontend (Electron / React) and the backend (Go / Postgres / Redis / GCP).

  On the iOS side I fixed many crashes/bugs that affected thousands of paying users, added UI/UX improvements to make navigating the app easier and more pleasant, automated the build system to tag the git repo for easier debugging, reduced a significant amount of tech debt, and more.

Cydia
Indie iOS Developer — *Feb 2014 - May 2018*

- I made EQE (EqualizerEverywhere) and Cylinder. See "Cydia Products" section for more details. Search Google for something like "cylinder jailbreak". When jailbreaking was at its peak I had about 2M active users.

  I also contributed the developer community such as writing documentation on iphonedevwiki.net, doing research (APT/dpkg clients, Lua/Objective-C interop, SpringBoard alternatives), and helping out on IRC/Discord.

  If I were to estimate, in total, my products are used by about 20% of active jailbreak users. See install counts here: apt.thebigboss.org/stats.php?dev=rweichler

Quixey — Palo Alto, California
Software Engineer (Intern) — *Jan 2012 – July 2012*

- Helped build the Quixey Challenge (recruiting tool) using the Meteor framework (JavaScript). Made HTML templates for marketing emails.

CYDIA PRODUCTS

- **EQE (released 2017) / EqualizerEverywhere (released 2014)**: System-wide parametric equalizer, the only of its kind. It used to be a commercial product until Cydia Store shut down in December 2018. Now it's free.
  More info: eqe.fm/about
- **Cylinder (released 2014)**: Animation "platform" that exposes a Lua API for cool icon animations when swiping on the home screen. Large install base (~1M when jailbreaking was more popular, ~100K nowadays).
  Review: youtube.com/watch?v=Y-Pk-XDVj-o
  Source: github.com/rweichler/cylinder

OTHER PROJECTS

- **Lucy**: Lua / Objective-C bridge and runtime analysis/debugging tool for iOS. https://github.com/rweichler/lucy
- **jjjj**: GUI package manager for iOS (based on dpkg, similar to Cydia). https://github.com/rweichler/jjjj
- **Aite**: Custom build system used to develop software for Cydia. https://github.com/rweichler/aite
- **Sunnyveil**: 3D game engine written in C and LuaJIT. Has Lua bindings to Bullet (physics engine) and OpenGL.
- **Wuigi**: Mario clone (kind of like Mario Maker), written in Java. https://github.com/rweichler/wuigi
- **Luna Roja**: Edit of mGBA, giving online multiplayer to Pokémon Red. https://hax.iimarckus.org/topic/7112/

SKILLS

- **Languages**: C/C++, Lua/LuaJIT, Objective-C, Swift, JavaScript, Python, Go
- **Tools / Software**: OpenResty (nginx "distribution"), Postgres, SQLite, FFIs, Redis, OpenGL, FreeBSD, Git, Vim, Xcode, devKitARM (Nintendo 3DS toolchain)
- **iOS**: Core Audio, app development, build automation, Objective-C / LuaJIT interop, Realm, SQLite, reverse engineering (IDA, cycript), MobileSubstrate (jailbreak only), Objective-C runtime, inter-process communication (jailbreak only), RxSwift

EDUCATION

- **Recurse Center**: Jan 2020 – March 2020
- **UC Davis**: Computer Science, Class of 2017
- **Homestead High School**: Cupertino, California