Ryan Grier

Software Engineer Specializing in iOS and Apple Technologies

(484) 798-0017
resume@ryangrier.com

Slice, Remote — *Staff iOS Engineer*

AUG 2021 - PRESENT

- Contributor to Command Center iOS team to design and develop Owner's Portal iOS app utilizing Swift, SwiftUI, Swift Testing, iOS 15+, RxSwift, and Combine.
- Contributor to Consumer iOS team to design and develop iOS app utilizing Swift, SwiftUI, Quick/Nimble iOS 15+, RxSwift, and Combine.
- Designed and implemented card-scanning software using Apple's Vision Framework.
- Lead accessibility efforts to make the iOS App ADA-compliant.
- Lead efforts to identify and reduce teams' technical debt.
- Contributor to SwiftUI-based component library.
- Winner of the Fall 2022 and overall 2022 Slice Hackathons

Freelance, Remote — *Freelance Engineer*

NOV 2007 - PRESENT

- Developed a ChatBot proof of concept for a gaming engine using OpenAI and ChatGPT for Warrior Lion Media.
- Provided development expertise Factoids iOS app for The Wayne Group utilizing Objective-C, iOS 5.x, Storyboards, and Core Data.
- Designed and developed The Man's Zen and Skiddlywags iOS apps for Annubis Productions utilizing ObjectiveC, iOS 3.x, AVFoundation, and OCUnit.
- Designed and developed dozens of websites for ColdTree Creative utilizing PHP, MySQL, JQuery, CSS, and HTML.
- Designed and developed several websites for additional companies utilizing PHP, MySQL, JQuery, CSS, and HTML.

Warner Bros. Digital Labs, Remote — *Sr Software Engineer (iOS)*

JAN 2019 - AUG 2021

- Contributor on iOS team to design and develop multiple iOS and tvOS apps utilizing Swift, iOS 11+, Storyboards, Auto Layout, and Realm.
- Lead iOS developer on DC Universe and DC UNIVERSE INFINITE.
- Lead iOS developer on Boomerang - Cartoons & Movies.
- Led efforts to design and develop a comic book streaming mechanism iOS for DC Universe and DC UNIVERSE INFINITE.
- Developed multiple internal libraries utilized by DC Universe, DC UNIVERSE INFINITE, and Boomerang.

- Boomerang and DC Universe have been featured on the App Store multiple times.

Comcast, Remote — *Principal iOS Engineer*

OCT 2018 - JAN 2019

- Contributor on Xfinity Home iOS app
- Contributor on Xfinity Home Video team

Warner Bros. Digital Labs, Remote — *Software Engineer (iOS)*

JUL 2016 - OCT 2018

- Contributor on iOS team to design and develop multiple iOS and tvOS apps utilizing Objective-C, Swift, iOS 10+, Storyboards, Auto Layout, and Realm.
- Led efforts to rewrite the DramaFever tvOS app from the ground up.
- Contributor on Boomerang - Cartoons & Movies to deliver initial app acceleratedly.
- Led efforts to design and develop a comic book reader for iOS and tvOS for DC Universe.
- Led efforts to design and develop a comic book download mechanism for iOS and tvOS for DC Universe.
- Contributor to DC Universe in all other aspects of the app.

Comcast Interactive Media, Philadelphia, PA — *Principal iOS Engineer*

SEP 2013 - JUL 2016

- Led team of developers (locally and offsite) to design and develop Xfinity Home iOS mobile app utilizing Objective-C, Swift, iOS 8+, Storyboards, Auto Layout, HAL (Hypertext Application Language), and Core Data.
- Led efforts to design and develop 24/7 Video Recording in the iOS app.
- Designed and developed a remote logging service that enables application health monitoring.
- Participated in multiple lab weeks to explore new ideas in the IoT (Internet of Things) space.
- Led efforts to automate the iOS build system for Xfinity Home and other Comcast iOS apps.
- Presented automated iOS build system at local CocoaHeads chapter meeting.

Barclaycard, Wilmington, DE — *Mobile Engineer Tech Lead*

DEC 2011 - SEP 2013

- Led team of developers to design and develop Mobile Payments app for iOS utilizing Objective-C, iOS 5+, Storyboards, SQLite, and Paydiant SDK.
- Provided mobile and web-service rapid prototypes to prove technologies for business utilizing Objective-C, Java (Android), PhoneGap, HTML5, JQuery Mobile, Bump SDK, CoreData, and RestKit (JSON).
- Designed and developed Android service, analytics, and session management layers of the Barclaycard US Android servicing app.
- Designed and developed an internal colleague mapping app for iOS utilizing Objective-C, iOS 5., RestKit (JSON), TBXML (XML), and CoreData.
- Designed and developed Peek functionality for iOS utilizing Objective-C, iOS 5.x, and RestKit (JSON). A patent was granted for this work.

NAVTEQ, Malvern, PA — *Senior Mobile Engineer*

NOV 2010 - DEC 2011

- Designed and developed NAVTEQ Mapping SDK for iOS utilizing Objective-C, iOS 3.x, YAJL (JSON), and OCUnit.
- Designed and developed iOS test harness for testing SDK functionality utilizing Objective-C, iOS 3.x, YAJL (JSON), and OCUnit.
- Assisted Trapster iOS app transition from Google MapKit to NAVTEQ SDK. Trapster had over 14 million users.
- Led efforts to automate iOS build and testing systems.

Guideworks/Comcast, St. Davids, PA — *Engineer 4*

OCT 2005 - NOV 2010

- Developed Comcast's MyDVR product, delivering functionality while driving improvement in code testability, utilizing Java 1.5, Oracle 10g, Hibernate, Spring Framework, XFire (SOAP), JBoss, JUnit, JMeter, and SoapUI.
- Built web application test harness to demonstrate MyDVR functionality using JSP, Ajax, XFire (SOAP), Spring Framework, and Tomcat.
- Developed Integrated Search and Browse for Comcast's Guide, utilizing Java 1.5, JAXB, and JBoss.
- Facilitated the move from CVS to SVN and from Ant to Maven.
- Trained and served as a certified Scrum Master.

Siemens Medical Solutions, Malvern, PA — *Software Engineer*

APR 2004 - OCT 2005

- Worked on the Soarian Financials Architecture team. Soarian Financials is a billing system used in hospitals. Helped with the conversion from Microsoft J++ to Java 1.4. This conversion included converting various parts of the security and user layers from older proprietary systems to new ones.
- Contributed to applications using Agile methodologies such as Test Driven Design, Pair Programming, and Scrum.

CentraView, LLC, Blue Bell, PA — *Java Programmer*

SEP 2003 - APR 2004

- Technical lead in developing company's Customer Relationship Management (CRM) package utilizing Java, Enterprise Java Beans, Java Server Pages, MySQL, Apache Struts, JBoss Application Server, and Linux.
- Designed and developed the build process for the company CRM package using Apache Ant.
- Designed and developed the company's license authentication process using Apache Axis SOAP.

Appligent, Lansdowne, PA — *Programmer*

SEP 2002 - SEP 2003

- Designed and developed the company's evaluation software distribution system utilizing Java, Enterprise Java Beans, Java Server Pages, Servlets, JBoss Application Server, and Linux.
- Maintained MySQL databases for web application systems.
- Assisted in solving network, hardware, and software troubleshooting.

IBSi, Lancaster, PA — *Programmer Analyst*

JUL 2000 - AUG 2002

- Assisted in creating, developing, and maintaining the company's internal Customer Relationship Management (CRM) application (YouRelate) utilizing Java, Enterprise Java Beans, and Java Server Pages.
- Maintained the company website.

EDUCATION

Penn State Great Valley, Great Valley, PA — *Masters, Software Engineering*

2002 - 2004

Millersville University of Pennsylvania, Millersville, PA — *Bachelor's, Computer Science*

1997 - 2001

PATENTS

US11424930B2 — *Systems and methods for providing account information*