



Scott Anguish


iOS and macOS software Engineer

Contact

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Development skills

- 15 years iOS
- 20+ years macOS
- 3+ years SwiftUI
- 9+ years Swift
- 30+ years Objective-C
- 12 years Technical Writing
- AppKit/UIKit
- Xcode
- Git

Publications

Stepwise.com, a NeXT and Apple developer oriented web site that began in March, 1993 and ran for 14 years. It provided a central location for developers to announce as well as provide tutorials for building software for the NeXT, and after NeXT's acquisition, writing applications for the Cocoa platform.

Cocoa Programming, SAMS (Publisher), 2002. Cocoa Programming was a comprehensive introduction to the OS X development architecture and the Cocoa language. The advanced sections of the book show the reader how to create Cocoa to modify the views, integrate multimedia, and access networks.

Software engineer specializing in iOS and macOS application development. 15 years of iOS application development. More than 20 years of macOS development.

Highlights

Lead SwiftUI Engineer

Daysheets, Inc

January 2024 — April 2024

- Engineer on the Daysheets macOS application used by high profile artists such as Olivia Rodrigo, JLo, Billie Eilish, Shakira, to manage travel and events.
- Delivered a new flight grid experience for easier tour travel management.

Staff iOS Engineer

Healthedge, Inc.

October 2021 — June 2023

- Implemented new member resources feature, new medication reminders, and a Me feed allowing a user to continuously monitor their progress.
- Refactored core technologies for long term maintenance.
- Distributed by multiple insurance companies through the AppStore.

Senior macOS Engineer

Aumkaara, Inc / Intelliswift Software

September 2020 - April 2021

- Contracted to Apple, working on the macOS version of the internal Radar client.
- Responsible for bringing core business features forward to the new client.

Senior Technical Writer/Senior Software Engineer

Apple, Inc.

December 2002 - February 2015

- Wrote and reviewed API references, conceptual documentation, test applications, and sample code. Documented defined Cocoa programming best practices.
- Documentation responsibilities included: AppKit, UIKit, and Foundation, AVFoundation, including camera capture and media asset management, Core Animation, Core Graphics, MapKit, and Core Location.
- Worked closely with engineering teams to ensure documentation and sample code accuracy.

Additional positions

Senior iOS Software Engineer

Insight Global, Inc.

April 2021 - September 2021

- Contracted to Zipcar as an engineer on the Flexcar iOS application.
- Implemented the car pickup and unlocking flow as well as the document and identify verification process.

Senior iOS Engineer

Inmar, Inc.

September 2019 - April 2020

- Lead Architect and engineer of the MVP for an iOS SNAP/EBT app allowing SNAP clients to monitor their spending and manage their debit cards.
- Translated basic design plans into full iOS application, designed the user experience and interface for the application.

Senior iOS engineer

Various, Consulting

November, 2018 - August 2019

- Freelance iOS software engineer for applications in the end-user, e-commerce space.

Senior iOS engineer

Jack Henry and Associates

June 2017 - July 2018

- Responsible for engineering, code auditing and refactoring a large Swift/Objective-C iOS banking application to facilitate future growth.
- The application is used by the customers of more than 200 credit unions across the United States, allowing small financial institutions to compete in the digital world.