
SCOTT ANGUISH

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Vergennes, Vermont
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DEVELOPMENT SKILLS

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

Experienced software engineer specializing in iOS and macOS application development. Links and screenshots available at <http://sanguish.github.io/>

Highlights

Lead SwiftUI Engineer

Daysheets, Inc. — January 2024 — April 2024

- Engineer on the Daysheets macOS application used by high provide artists such as Olivia Rodrigo, JLo, Billy Eilish, Shakira, to manage travel and events.
- Delivered a new flight grid experience for easier travel management.
- Created multi-platform style framework.

Staff iOS Engineer

Healthedge, Inc. — October 2021 — June 2023

- Implemented new member resources feature, new Me feed user health progress, and new medication reminders.
- 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 required 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. As well as defined Cocoa programming best practices.
- Documentation responsibility included: AppKit, UIKit, and Foundation. AVFoundation, including camera capture and media asset management, Core Animation, Core Graphics. MapKit and Core Location.
- Working WWDC engineering labs, helping to solve end users problems.Cocoa and Foundation API review before release.

Additional Positions

Senior iOS Software Engineer

Insight Global, Inc. — April 2021 - Sept 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.
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Senior IOS Engineer

Inmar, Inc — Sep 2019 - Apr 2020

- Lead Architect and engineer of the MVP for a SNAP/EBT 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.
- Assessed code during testing stage to determine potential glitches and bugs.
- This project was postponed indefinitely in April 2020 due to Covid.

Senior iOS engineer

Various, Contracting — November, 2018 - Aug 2019

- Senior iOS engineer maintaining various Swift-based iOS applications.
- Modernizing codebases to Swift 5 and audited the use of third-party dependencies.

Senior iOS engineer

Jack Henry and Associates — Jun 2017 - Jul 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.
- Researched and selected APIs for integration into development projects.

Senior IOS Engineer

Simple — Apr 2015 - Jul 2016

- Senior engineer on Simple's iOS banking application, extending and modernizing the existing code base.
- Responsibilities included day to day technical design and engineering as well as leading a team of five engineers.
- Built a dynamic team of software engineers and developers which significantly boosted overall success of organization.

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.
