

# SaverioNegro

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[github](#) | [linkedin](#)

## EDUCATION

### Bachelor of Science - Computer Science

University of The People

Sep 2023 - Expected Jun 2028

Pasadena, CA

### Apple Developer Academy Diploma

Apple Developer Academy @Unina Federico II

Sep 2024 - Jun 2025

Naples, Italy

## AWARDS

- Apple's WWDC 2025 Swift Student Challenge Winner

## SKILLS

Swift | SwiftUI | UIKit/FoundationKit | Python | C | DSA | Design Patterns | iOS Development | visionOS Development

## EXPERIENCE

### Outlier

Software Engineer

Aug 2024 - Present

San Francisco, CA (Remote)

- Trained AI on complex data structures, algorithms, and design patterns.
- Reviewed code bases for better quality, and performance. Improved coding standards for safety and scalability.
- Written various educational and informative prompts and responses to train LLM models.

### DataAnnotation

Software Engineer

Jan 2024 - Apr 2024

United States (Remote)

- Improved coding standards compliance by reviewing and assessing 100+ code submissions, and suggesting critical enhancements.
- Conducted quality assurance (QA) operations on AI outputs while challenging the chatbots with complex prompts.
- Written unit tests on applications to assess code quality and perform debugging.

### Jmec Srl

Software Developer

Sep 2021 - Nov 2023

Portico di Caserta, Caserta, Italy

- Optimized web applications for speed, scalability, and security.
- Designed the front-end API to enhance component reusability and scalability, while providing a higher level of abstraction for more semantic interfaces.

### Insurance Agency Experience

Front-End Developer

Mar 2019 - Jul 2021

Capodrise, Caserta, Italy

- Developed and maintained website's UI/UX using HTML/CSS, JavaScript, and React.
- Wrote supporting code for various add-ons and integral web applications.

## NOTABLE PROJECTS

### SpacePatrol - visionOS + FieldKit

iOS Development

Apr 2025 - Jun 2025

Apple Developer Academy, Italy, Naples

Space Patrol is a project born with the idea of showcasing a simple mathematical framework built for visionOS: FieldKit. FieldKit is meant to offer a visual representation for different types of vector fields — mainly force vector fields. The framework was built according to the ECS (Entity-Component-System) design pattern and is still in its early stages.

<https://github.com/saverio-negro/SpacePatrol>

### Quotly (Apple's WWDC Swift Student Challenge Winner 2025)

iOS Development

Jan 2025 - Apr 2025

N/A

Quotly is an app I truly hold dear to. It is a tool I heartedly developed to serve inspiration and motivation in people's life. "Quotly" tries to enhance self-awareness in a world that is continuously fast-pacing, and spark motivation and inspiration by allowing the user to write little reflections (memos) on a daily motivational quote.

<https://github.com/saverio-negro/Quotly>

### SwiftUI Mini-Framework Series (In Progress)

SwiftUI API/Frameworks

Jun 2025 - Present

N/A

A series on SwiftUI custom frameworks built from the simplest to the most complex. It is just meant to showcase my ability to build meaningful components using similar patterns and design systems used by framework engineers from Apple.

<https://github.com/saverio-negro/lists/swiftui-uifoundationkit>