Saverio Negro

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EDUCATION

University of the People — Pasadena, CA
Bachelor of Science in Computer Science — *Sep 2023 – Expected Jun 2027*

Apple Developer Academy @Unina Federico II — Naples, Italy
Apple Developer Academy Diploma — *Sep 2024 – Jun 2025*

EXPERIENCE

Software Engineer — Aug 2024 – Present
Outlier.ai — *San Francisco, CA (Remote)*
- Trained LLMs on DSA, design patterns, and codebases in Swift/Python to enhance AI comprehension.
- Improved performance and safety by optimizing complex, large-scale codebases.
- Authored 200+ prompts teaching LLMs best coding practices and software design.

iOS Developer — Sep 2024 – Jun 2025
Apple Developer Academy @Unina Federico II — *Naples, Italy*
- Built 4+ iOS apps using Swift/SwiftUI, applying HIG for intuitive UX.
- Improved feature usability by 30% via Agile sprints and user testing.
- Integrated frameworks (CoreData, SwiftData, AVFoundation, etc.) to develop app features, and meet client needs.

Software Engineer — Jan 2024 – Apr 2024
DataAnnotation — *United States (Remote)*
- Evaluated 100+ code submissions to align with modern software standards.
- Conducted QA on LLM outputs, improving reliability and logic.
- Created unit tests to assess and refine LLM behavior.

iOS Developer — Sep 2021 – Nov 2023
Jmec Srl — *Portico di Caserta, Italy*
- Built scalable SwiftUI components and REST APIs using DSA and design principles.
- Applied MVC, MVVM, and MVM to architect modular, maintainable apps.
- Used Apple frameworks (CoreData, Combine, MapKit) for robust feature sets and meet client needs.

Front-End Developer — Mar 2019 – Jul 2021
Agenzia Experience — *Capodrise, Italy*
- Developed responsive UI with HTML, CSS, JavaScript, and React for client tools.
- Built internal dashboards, improving team efficiency and workflow clarity.

PROJECTS

Quotly (WWDC25 SSC Winner App) | *Swift, SwiftUI, SwiftData, Vision, NaturalLanguage, Git* — Jan 2025 – Apr 2025
- Developed iOS app with SwiftData, sentiment analysis, and OCR for daily quote journaling.
- Designed time-locked calendar and memo system to promote mindful reflection.
- Enabled dynamic quote input via image-to-text and local JSON management.
github.com/saverio-negro/Quotly

Space Patrol | *Swift, SwiftUI, Combine, Concurrency, GCD, Reality Composer Pro, Git* — Apr 2025 – Jun 2025
- Built visionOS app with RealityKit, spatial UI, and async interaction flows.
- Created immersive narrative with robot assistant for guided onboarding.
- Prototyped 3D math visualization using ECS pattern and custom FieldKit framework.
github.com/saverio-negro/SpacePatrol

SwiftUI Frameworks Series | *Swift, SwiftUI, DSA, Design Patterns, System Design, SOLID Principles* — Jun 2025 – Present
- Built StackBoard, a SwiftUI layout system inspired by Apple's Form with runtime-aware sectioning.
- Leveraged marker protocols and type-erasure to support recursive layout flattening.
- Created a declarative DSL using @resultBuilder for structured view composition.
- Designed ModalCard, a SwiftUI modal modeled after Apple's Alert with customizable actions.
github.com/saverio-negro/lists/swiftui-uifoundationkit

TECHNICAL SKILLS

Languages : Swift, Python, C, SQL (Postgres), JavaScript, HTML/CSS
Frameworks: SwiftUI, CoreData, SwiftData, Combine, Multipeer Connectivity, AVFoundation, MapKit
Developer Tools : Git, Xcode, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Reality Composer Pro
SWE Skills : DSA, Design Patterns, System Design, OOP, POP, SOLID Principles, Framework Engineering