

Scott Berrevoets

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Experience

Lyft, Inc.

Senior Staff Engineer

March 2020 - Present

Tech lead for the Mobile Infrastructure team (15-20 engineers) and the broader Mobile organization (150 engineers).

- Set the company up for the next 5 years of growth through a major overhaul of the iOS architecture, which greatly improved developer velocity and code quality
- Designed and drove 100% adoption of a custom module structure to simplify dependency management, testing patterns, and APIs, leading to a highly modular (2000+ modules) and testing-optimized infrastructure for all iOS engineers
- Learned React to build an internal web portal to visualize Mobile tech debt trends, a major factor in achieving a 90%+ completion rate of major code migrations and significant codebase health improvements
- Started and led a committee of 12 cross-company Mobile Tech Leads that drove the high-level culture, direction, and processes of the 150-engineer Mobile organization in 10 dedicated, long-running workstreams
- Defined and rolled out a multi-faceted Mobile testing strategy, leading to an increased Mobile code coverage from 10% to 60% across all teams
- Mentored and upleveled senior and staff engineers across the company through code reviews, pair programming, and 1:1s, many of whom were promoted to (Senior) Staff Engineer down the line

Staff iOS Engineer

March 2018 - March 2020

Tech lead of the iOS architecture team which built and maintained proprietary architectural frameworks, libraries, and tools for the iOS codebase.

- Founded the iOS Architecture team and established Lyft's first-ever iOS architecture, which was fully adopted by the broader iOS team and scaled to 80+ engineers
- Distributed the iOS codebase into dozens of modules initially, and then socialized the build time and code reusability benefits to the broader iOS team to scale the codebase to hundreds of modules
- Built up teams and engineers through extensive code and tech spec reviews, mentorships, and interviewing/hiring

Senior iOS Engineer

June 2014 - March 2018

- Contributed in rewriting the legacy Objective-C codebase to 20k lines of Swift code initially, and then scale the codebase to 300k lines of code and the team from 5 to 40+ iOS engineers
- Led the cross-functional (engineering, product, marketing) effort to split the singular Lyft app into dedicated Passenger and Driver apps, enabling better scalability of engineers and products
- Implemented core features like multi-passenger pickup, scheduled rides, and PayPal integration

QMotion, Inc.

iOS Developer

May 2012 - June 2014

- Designed and developed the company's iPhone and iPad apps to let users control their window shades from their iOS devices

Skills

Languages & Frameworks: Swift, Objective-C, SwiftUI, UIKit

Design & Architecture: The Composable Architecture, RxSwift, MVVM, modularization, dependency injection

Developer Tools: Xcode, XCTest, XCUITest, Git & GitHub, CLI, SwiftPM, SwiftLint

Deployment & QA: TestFlight, App Store Connect, performance profiling, crash reporting

Education

University of West Florida

2010 - 2013

Bachelor of Science, Information Technology