

Software Engineer, iOS

 /sclampet

 /in/sclampet

TECHNICAL SKILLS

Proficiencies

Swift
Javascript

OTHER SKILLS

Git Flow
TDD
Refactoring
Tech Leading

INTERESTS

GraphQL
UX/UI Design
Dependency Management
Performance Optimization

EXPERIENCE

• iOS ENGINEER

Ibotta | 2019 - 2020

Developed large scale client-side integrations, migrated a significant amount of the codebase to a new scalable architecture with an emphasis on testing capabilities, and wrote new user facing, and system level, documentation.

Rolled out a Walmart integration feature which allows users to get cash back without scanning a receipt barcode. Used APIs like BlinkReceipt and OCR Scanning functionality.

Increased codebase test coverage by 20%. Migrated roughly 30% of the codebase from an unscalable MVC pattern to a VIPER/Redux hybrid pattern.

• CO-FOUNDER & MOBILE ENGINEER

Tao Team | 2017 - 2019

Designed and implemented technical solutions for a variety of clients ranging from small business owners to major corporations such as Sony Pictures.

Lead and collaborated with stakeholders across organizations to build four mobile AR experiences that played major roles in Sony marketing campaigns.

• ENGINEER/PM & T3 SUPPORT

ZingFit | 2016 - 2017

Managed ZingFit's mobile app process from client-app acquisition to post-deployment support and provided T3 support for existing clientele.

Reduced client-app backlog by 50% and app deployment timeframe by 6 months through restructuring and internal department collaboration.

Increased client-app acquisition by 10% over a 4 month period by implementing a client facing CMS and a user facing "sign-in with QR code" feature.

PROJECTS

• OVERFLOW

iOS | Swift

A mock iOS Developer take-home project. Basic requirements were to build Hangman. Design elements and UI left up to me. I chose to use Airbnb's Lottie Animations to build a more family friendly version. UI built programmatically.

• SPIDER-MAN INTO THE SPIDER-VERSE

Interactive AR Mobile App | Javascript, 8thWall, A-frame

Working with Sony Pictures for the DVD release of Spider-Man Into The Spider-Verse, I developed an AR experience direct from a mobile browser, no native app required! The QR code for this experience was put on every DVD sold in Walmart.

• GOOSEBUMPS 2

Snapchat Game & Lens

A unique 3D game built entirely in Lens Studio! Now you can have a real world 3D animated snowball fight with your favorite Sony's Goosebumps 2 character, Slappy!

• JARS

iOS & Android | Dart & Flutter

A way to share ideas, randomize your weekend, and avoid making decisions! Inspired by a recipe jar we randomly pull from at home, JARS allows for random selections of things you love at the tip of your finger.

EDUCATION

• MEAN & Python

Coding Dojo | 2015 - 2016

Earned the highest score on both the Python and MEAN, assessment, an achievement earned by only the top 5% of Coding Dojo students at the time.

• B.S. SHOW PRODUCTION

Full Sail University | 2012 - 2014

Earned a B.S. degree in 2 years and demonstrated the ability to design and execute a live performance. From live concert sound and lighting to corporate presentations.