



# SCOTT QUINTANA



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## SUMMARY

Mobile Engineer with a strong product focus, UI/UX expertise, and a collaborative mindset. Experienced in building scalable, efficient software that grows sustainably with teams and projects. Passionate about working closely with stakeholders, designers, engineers, and users to deliver exceptional mobile experiences.

Overall, I'm a curious person by nature, combined with a love of being creative, and a love for solving problems.

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## WORK EXPERIENCE

### Lead iOS Developer, Concha Labs

Mar 2021 - Jan 2025

- Designed and implemented the architecture for the initial hearing aid companion app, utilizing SwiftUI for rapid iteration and seamless UI updates
- Established CI/CD pipelines with Xcode Cloud and GitLab repositories, ensuring smooth and efficient development workflows
- Architected a robust system of modular components using Swift Package Manager, enabling the team to scale development and create tools/features in isolation
- Integrated C++ libraries to interface with Bluetooth-enabled 3rd-party hearing aids and developed custom BLE libraries using CoreBluetooth, enabling users to create and utilize custom hearing profiles within the app
- Built a reactive caching framework using CoreData, Combine, and Swift Concurrency, improving API usability and enabling offline functionality
- Implemented Soundscope®, a dynamic hearing assessment tool powered by a unidirectional data flow architecture, synchronizing app navigation with backend systems and hearing aids
- Developed internal research apps for the audio engineering team, contributing to grants from the National Science Foundation and FDA approval
- Mentored interns and junior engineers by performing code reviews, teaching software architecture principles, delegating workloads and tasks during sprint planning, and fostering critical software engineering skills to support their professional growth
- Enhanced accessibility by designing a fully dynamic UX, supporting all iOS font sizes and improving usability for users with minor vision impairments

### Freelance Developer / Consultant

2019 - Present

- *Food on Tour* - Provide full-stack engineering services, handling backend development, DevOps, mobile app creation, and web development. Responsible for designing and implementing scalable infrastructure and user-facing features across multiple platforms
- *Playola Radio, Inc.* - Modernized the radio app by migrating UIKit design elements to SwiftUI and integrating Combine for a more reactive data flow
- *Nashville Active Dispatch* - Designed and developed the app, achieving 10k organic downloads in the App Store without marketing
- *The Broad Collective* - Integrated dynamic JavaScript elements into client websites

### Touring Musician

2010 - 2021

- Performed as a drummer for Kacey Musgraves, Charlie Worsham, and other Nashville-based artists. Played on major TV shows including Saturday Night Live, The Tonight Show, Ellen, Good Morning America, and more
- Created playback systems with Ableton Live

## WORK EXPERIENCE (CONT.)

### Web Developer, Louish.Network / New Internet Media

1998 - 2001

- Created interactive UI elements utilizing Adobe Flash, Photoshop, and CorelDRAW
  - Built and maintained databases for web clients with Perl and Cold Fusion
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## TECHNICAL SKILLS

- **Languages:** Swift, Java, Python, JavaScript, SQL, Kotlin, Ruby, HTML, CSS
  - **Frameworks:** SwiftUI, UIKit, Combine, XCTest, CoreData, AVFoundation, TCA, CoreBluetooth, WidgetKit, SceneKit, Lottie, CoreLocation, Keychain, Introspect, MapKit, NodeJS, Rails
  - **Tools:** Xcode, VSCode, IntelliJ, PyCharm, Android Studio, Instruments, TestFlight, Xcode Cloud, Firebase, Instabug, MongoDB, Zendesk, Figma, Miro, Photoshop, Logic, Grand Avenue
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## EDUCATION

### Berklee College of Music

Bachelor of Arts, Music Performance

### Ventura College

Computer Science studies