

Samuel E. Giddins

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Profile

University of Chicago, Class of 2018 (LOA 2014-2015) (double major in Economics and Mathematics). National Merit Scholar. Developer with expert Ruby and Objective-C, Cocoa, and Swift experience. Expert in creating world-class experiences for users and developers. Speaker at meetups and conferences around the country. Code used on several hundred million devices daily, and by millions of developers. Leader of global development teams of open-source projects.

Work Experience

Realm (realm.io)

Senior Cocoa Engineer

San Francisco, CA

December 2014 – September 2015

- Released a Swift binding for the Realm database
- Supported users with usage issues, bugs, and feature requests
- Implemented support for nullable / optional values at the binding level
- Contributed bug fixes and minor enhancements to C++ Core
- Spoke about Realm at conferences, meetups, and podcasts around North America

CocoaPods (Stripe's Open Source Retreat) (cocoapods.org)

Resolver Chief

San Francisco, CA

September 2014 – December 2014

- Wrote a reference-implementation dependency resolution algorithm
- Constructed a reference test suite
- Integrated work into CocoaPods, Bundler & RubyGems for use by hundreds of thousands of developers

Tumblr (tumblr.com/apps)

iOS Developer

New York, NY

June 2014 – September 2014

- Rewrote critical application components to enable bug fixes and crucial feature development
- Worked as an Apple partner to have a share extension ready on day one
- Ensured a consistent experience across different-sized devices
- Prototyped widely-demanded, headline user-facing features
- Redesigned the core Tumblr dashboard experience
- Collaborated closely with the Creative, Security, and API teams to ensure a top-notch user experience

Slader (slader.com)

Lead iOS Developer

New York, NY

February 2013 – March 2014

- Took over codebase from foreign contractor
- Customized mobile experience, increasing customer satisfaction and revenues per user
- Released two new major versions with over 75,000 monthly active users

Codecademy (codecademy.com)

Lead Mobile Engineer

New York, NY

July 2013 – September 2013

- Prototyped new entries into the mobile space
 - Led a beta test of a new product category
 - Explored moving existing products onto mobile platforms
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Education

University of Chicago

The College, B.S., Mathematics, B.A., Economics

Chicago, IL

2013 – 2018 (Expected)

Recipient of the 2014 Jane Morton and Henry C. Murphy Award for student leadership

Dean's List 2014

Scarsdale High School

Honors Student

Scarsdale, NY

2009 – 2013

Extracurricular Activities/Hobbies

- Avid reader with wide-range of interests, including history, statistics, and social theory
 - Open-source software contributions, found at github.com/segiddins
 - Core team member on RestKit, CocoaPods & Bundler.
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Core Technical Skills

Languages: Swift, Objective-C, Ruby, C, C++, Swift

Open Source Contributions: CocoaPods, bundler, rubygems, jazzy, RestKit, RKValueTransformers, cocoapods-keys