Reade Plunkett

iOS Engineer

readep.github.io

(203) 939-5402

readeplunkett@gmail.com

GitHub: readep

EXPERIENCE

Apple

MAY 2023 - AUG 2023 · CUPERTINO, CA

- iOS Engineering Intern on the Apple News team.

MAY 2022 - AUG 2022 · CUPERTINO, CA

- iOS Engineering Intern on the Apple Stocks team.

HockeyTAG

SEP 2020 - AUG 2021 · ITHACA, NY

- Collaborated with the head coach of Cornell's field hockey team.
- Developed HockeyTAG, an iPad app that streamlines the process of scripting video analysis for field hockey games.
- Maintained the software while it was used by the USA Women's National Field Hockey Team and South African Field Hockey Team in the 2020 Tokyo Olympic Games.

Wellnest Journal

MAY 2020 - JUL 2021 · ANN ARBOR, MI

- Led the development of an award-winning journaling app that prioritizes student's mental health and has over 6,000 users.
- Received a pre-seed round of funding at a $6 million valuation.
- Integrated key Apple technologies including SwiftUI, UIKit, CoreData, Biometrics, and In-App Purchases.
- Implemented a scalable Firebase backend with end-to-end database encryption, authentication, and cloud functions.

Cornell AppDev

OCT 2019 - MAY 2023 · ITHACA, NY

- Served as iOS Lead for two semesters, overseeing the iOS development across all of AppDev's apps.
- Contributed to Eatery, an open-source app over 3,500 students use daily to track the meals at dining halls by automating the log-in process and building out the new user onboarding flow.
- Developed CourseGrab, an app that sends students notifications when a full class opens up and is used by over 3,000 students.

AWARDS

Apple WWDC 2019 Scholar

JUN 2019 · SAN JOSE, CA

- Awarded a student scholarship to attend Apple's 2019 Worldwide Developers Conference in San Jose, California.

EDUCATION

Cornell University · College of Engineering

B.S. in Computer Science · Class of 2024

PERSONAL APPS

Rong
Most recent release featured on the App Store with over 1,200 users.

Detour
First released 3D game built using SceneKit with 3,500 users. Modeled assets with MagicaVoxel.

Gummy Gap
First published app built using SpriteKit with Game Center support and has almost 4,000 users.

Mining Madness
Second published app built using SpriteKit with over 400 users.

DHS Schedule
Schedule app I built for my high school using UIKit with 600 users.

SKILLS

Proficient
Xcode · Swift · UIKit · SwiftUI · Firebase · GIMP

Experience
Obj-C · CoreData · CloudKit · Java · Python · Git

Familiar
HTML · CSS · JavaScript · UI/UX

COURSES

Data Structures · Algorithms · Artificial Intelligence · Machine Learning · Networks

INTERESTS

Rubik's Cube Speedsolving · PC Building · HQ Trivia · Piano · Hiking · Fitness · Golf