



Kody Young

iOS & Android
Fullstack Engineer

How to reach me:

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Accomplishments/ Memberships

Tech Startup/Industry

- Pushing to Google Play & App Store
- NSF i-Corp
- Syracuse Technology Garden

College/University

- McNair Scholar
- Honors College Keystone Graduate
- Scientific Publication in Machine Learning
- RSI Hack-a-Thon 2nd Place Winner
- National Gilman Scholar
- Magna Cum Laude

High School

- FTC Robotics
- FRC Robotics
- Geospatial Analyst Intern - NASA
- Scientific Publication in Ozone & Geospatial Research

Education

University of New Orleans

2019, 1 Semester

Computer Science, M.S.

Electrical Engineer, M. Eng

University of Southern

Mississippi

2018

Computer Science, B.S

Spanish, B.A..

Personal Profile

iOS engineer with 5+ years of experience building scalable, user-focused applications in Swift and SwiftUI. Passionate about clean architecture, accessibility, and leveraging Apple technologies to create inclusive, high-performance apps.

Professional Skills

Coding Languages

- Swift
- SwiftUI
- Jetpack Compose
- Kotlin

Frameworks & Architectures

- MVVM
- MVC
- UIKit
- Core Data

Development Tools & IDEs

- Xcode
- Android Studio
- Git
- App Store Connect
- TestFlight

Testing & Debugging

- XCTest
- XCUI
- Espresso
- Crashlytics

APIs & Data

- RESTful APIs
- Google Cloud APIs
- JSON, XML
- Firebase
- Push Notifications

Cloud & Backend Services

- Google Cloud Platform (GCP)
- ArcGIS

Processes & Methodologies

- Agile Development
- CI/CD (via TestFlight & App Store Connect)

Professional Experience

Transverb – Lead Software Engineer

Sept 2019 – Present

- Built and maintained a cross-platform translation messaging app using Swift, Kotlin, Firebase, and Google APIs.
- Architected the app using MVVM and implemented Core Data for local storage on iOS.
- Launched the app on both the App Store and Google Play with 1,000+ active users.
- Integrated real-time translation using Google Cloud Translation APIs, enabling 1:1 and group multilingual chat.

Tulane - Software Developer

Apr 2019 - Jul 2019

- Designed and maintained internal APIs to support school-wide software systems used by both faculty and students.
- Enhanced backend functionality, ensuring seamless integration across platforms and improving overall system performance.
- Collaborated with stakeholders to identify needs and deliver scalable solutions within a short development timeline.

Computer Scientist - Naval Oceanographic Office

Jun 2018 - Feb 2019

- Developed geospatial software products for Naval customers, focusing on the automation of complex geoprocesses.
- Enhanced ArcGIS services using Java, improving efficiency and accuracy in geospatial data dissemination.
- Collaborated with cross-functional teams to meet mission-critical delivery timelines for government contracts.

Links

- [Transverb](#)
- [GitHub Profile](#)
- [LinkedIn Profile](#)