Ryan Peterson

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Summary

I've been writing software professionally since 2009. Most of my experience comes from building iOS apps, but over the last few years have been focusing more of my time on server-side development. That said, I still enjoy working in Swift. I maintain an open source iOS app (*American Chronicle*), and also a Mac toolbar app (*Listen*).

Skills

Languages: Swift, Objective-C, Python, Go.

Technologies: Git, Core Data, UIKit, XCTest, RxSwift, LLDB, REST, GraphQL.

Experience

Software Developer *at HouseCanary, Boulder*   *Nov 2016 - present*

- Architected and built a Core Data "changes" layer for Appraiser iOS. This layer is responsible for keeping local and remote changes to appraisal data in sync.

- Wrote the networking library used by all iOS apps. Features include automatic retries for token-expiration failures and the ability to mock specific requests.

- Developed a modular, UI-based debugging library for iOS. Features include easy addition of new debugging features, and drag-and-drop HUD widgets.

- Created a GraphQL generation tool for Swift client code. Given a GraphQL endpoint, generates type-safe request and response objects. Written in Python.

- Contributed to infrastructure projects written in Go and Python. These projects are internal, so I won't elaborate here but can discuss in person.

- Established a dependency injection pattern for use in HouseCanary iOS code. Our implementation utilizes protocol conformance to acquire factory methods.

iOS Developer *at Self-employed, San Francisco*   *Sep 2014 - Nov 2016*

Projects include:

- iNavX: The original iOS-based chart plotter for sailing. I was tasked with bringing the codebase up to modern standards, and with adding several features including in-app purchases and network syncing. Written in Objective-C.

- Stitch Fix iOS: One of the most popular online personal styling services. I worked with devs at Stitch Fix and Carbon Five to build v1 of their iOS app. Written in Swift.

iOS Developer *at Postmates, San Francisco*   *Sep 2011 - Aug 2014*

- Developed the first few iterations of the consumer iOS app. Time from first line of code to v1 App Store submission took approx. 2.5 months. Written in Objective-C
- Architected and developed v1.0 of the courier iOS app, which notifies couriers of available jobs and relays the courier's progress. Written in Objective-C.

Mobile Developer *at Self-employed, Boulder*   *Apr 2011 - Sep 2011*

- Worked for two months as a subcontractor on Blockbuster's Android application. My primary focus was implementation of the app's DRM features.
- Spent four months working for Postmates remotely as a contract developer before joining them full-time in SF.

Mobile Developer *at Markit on Demand, Boulder*   *Feb 2009 - Apr 2011*

- Led development of iPad Application for The Financial Times. One of 5 iPad apps honored with an Apple Design Award at WWDC 2010.
- Tech lead on native iPhone Applications for the Financial Times, Fineco, and FTSE.

Co-Founder *at CandiedApple LLC, Boulder*   *May 2008 - Jun 2011*

- Designed and developed 3 apps released to Apple's App Store - *GetGreen*, *LyricStream* and *Daily Bible Verse*.
- Wrote template restaurant iPhone app (in Objective-C) and associated web admin interface (in Ruby on Rails) with the intention of selling the template to restaurants.

Education

Management Information Systems, *University of Arizona*