

Ryan Peterson

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Skills

iOS · Swift · Combine · RxSwift · LLDB · Core Data · UIKit · SwiftUI · Python · Go · Git · REST · GraphQL

Experience

Senior iOS Performance Engineer, Product Science · 2022 to 2023

- Designed and implemented network activity tracing using Objective-C method swizzling.
- Architected an on-screen barcode to enable syncing of screen recordings with trace events, displayed from a background thread using Metal and CoreImage.
- Wrote code to automatically configure client build settings (Xcode, SPM, and Bazel supported).
- Added features and fixed bugs related to source code injection (using SwiftSyntax).
- Wrote scripts to build, notarize, and staple our tools for distribution to client.
- Configured and re-signed ad-hoc iOS apps shared by clients. Steps included modifying Mach-O load commands, interposing Security framework functions, and modifying entitlements.
- Reviewed iOS-related performance insights before they were shared with clients.

Senior iOS Engineer, Reclip · 2021 to 2022

- Responsible for many features, bug fixes and maintenance tasks needed to prepare the *Reclip* iOS app for App Store release. 100% Swift. Native frameworks used include UIKit (95%) and SwiftUI (5%), Combine, AVFoundation, Core Data and MetricKit. Third-party frameworks include Firebase, Auth0 and Alamofire.
- Designed interview challenge questions and other criteria for evaluating potential iOS candidates.
- Implemented more than 600 unit tests, added an integration test target to hold slower tests, and built custom Sourcery templates to generate mock objects.

Senior Software Engineer, HouseCanary · 2016 to 2021

- Architected and built a “changes” layer for the *Appraiser* iPad app, responsible for keeping data in sync between devices. Written in Swift, leaned heavily on Core Data for persistence.
- Developed several user-facing features for the *ComeHome* consumer iOS app. 100% Swift.
- Designed and built server-side APIs for customer-facing products, including the *ComeHome* REST and GraphQL APIs (written in Go) and the *Appraisal* REST API (written in Python).

iOS Developer, Contract · 2014 to 2016

- Projects included Stitch Fix’s first version of their iOS app (Swift), and a revamp of popular chart plotter iNavX (Objective-C).

Senior iOS Engineer, Postmates · 2011 to 2014

- Employee #3. Heavily involved in architecting and implementing early versions of the consumer and courier iOS apps, both written in Objective-C.

iOS Developer, Markit · 2009 to 2011

- Tech lead on native iOS applications for the Financial Times, Fineco, and FTSE. The Financial Times’s iPad application won an Apple Design Award at WWDC 2010.