Dylan McCarthy

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TECHNICAL SKILLS
- **Proficient:** Swift, Objective-C, UIKit, SwiftUI, Core Bluetooth, Core Data, Core Location, Core Animation, CloudKit, HomeKit, WatchKit, AVKit, Firebase, Combine, Swift Package Manager, XCTest, XCUITest, Git, Fastlane
- **Exposure:** CircleCI, Kotlin Multiplatform, Ruby

PROFESSIONAL EXPERIENCE

Verizon | Senior iOS Engineer | Contract   Dec 2024 - Feb 2025
- Orchestrated iOS native component Design System creating typography, color palette, and single button component utilizing Swift Package Manager, SwiftUI, & Combine.
- Worked with cross-functional teams at scale.
- Implemented UI Tests covering Accessibility, performance, and operation using XCUITest and Swift Testing.
- Created CI/CD pipelines using Fastlane to facilitate automated testing and deployment in GitLab.

August Home | Senior iOS Engineer | Remote   Feb 2021 - Sep 2024
- Supervised Design System team providing coaching, PR reviews & through collaboration with UX Design.
- Reduced roadblocks through mentoring junior employees with code reviews, pair programming and 1:1 discussions.
- Improved setup time by ~10% through rearchitecting device setup flow using MVVM, SwiftUI & Swift Concurrency.
- Fixed crash by building custom QR code reader enabling removal of deprecated 3rd party library.
- Facilitated improved development speed by building Design System Library using Swift Package Manager, SwiftUI, UIKit, & Combine.
- Reduced HomeKit setup failure by ~50% by upgrading deprecated HomeKit code which reduced user complaints.
- Resolved CI deployment failure by upgrading pipeline to utilize App Store Connect API key.

Mraz Brewing Company | iOS Engineer | Contract   Nov 2018 - Feb 2021
- Developed native iOS app to provide brewery customers with one-stop access to information including all past beers as well as beers currently on tap using Swift, Core Data, and Google Places API.
- Created push notification to alert customers on proximity to brewery location utilizing Swift and Core location to implement Geofencing functionality.
- Increased unit test coverage of networking functions and local data storage by 75% using Swift and XCTest.
- Minimized database queries by leveraging Core Data to cache fetched information, improving performance by ~50%.
- Architected network layer for fetching API data using URLSession, protocols, and generics to implement a reusable and testable networking API in Swift.
- Designed user interface to be adaptive by using AutoLayout and programmatic UIViews to support multi-device use.
- Refactored app to enable support for dark mode and SF symbols, improving UI/UX, while reducing memory size of icon assets.

EDUCATION
Bachelor of Arts in History, *University of Scranton*

CERTIFICATIONS
iOS Development Certificate, *CareerFoundry*   Jan 2019