Dylan McCarthy

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LinkedIn: linkedin.com/in/dylanmccarthy/   **GitHub:** github.com/dmccarthy6   **Portfolio:** dylanios.dev

TECHNICAL SKILLS

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

PROFESSIONAL EXPERIENCE

August Home | Senior iOS Engineer | Remote   Feb 2021 - Sep 2024

- Facilitated new feature development in collaboration with Product, Design, Backend, Firmware, and QA through establishing requirements, identifying potential obstacles, and determining timelines.
- Improved speed and performance of device setup by rearchitecting and updating the code to use MVVM, SwiftUI and Swift Concurrency which improved setup stability and speed by 10%.
- Created a custom QR code reader to fix a critical crash related to a deprecated third-party library.
- Built a Design System library using Swift Package Manager, SwiftUI, Combine, & UIKit to update our user interface while maintaining UI consistency and enabling faster development of new UI.
- Mentored junior employees utilizing code reviews, pair programming and one on one discussions to help remove roadblocks while maintaining code consistency.
- Resolved a critical issue in our HomeKit integration that was driving customer complaints by fixing the code to remove deprecated HomeKit methods while collaborating with the firmware team to mitigate security issues which improved setup success by over 50%.
- Upgraded our CI deployment pipeline to use new App Store Connect API to prevent failures in the release pipeline and ensure future releases would deploy timely.

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 entire mobile platform into iOS 13, enabling 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*

PROJECT WORK

Tasks | iOS Engineer | App Store | GitHub   Sep 2017 - May 2018

To-Do list application built with Swift designed to keep users accountable by allowing them to add tasks to their calendar.

- Remodeled data sync functionality using Swift, Core Data, CloudKit, and NSPersistentCloudKitContainer to reduce code base by 5% and improve reliability.
- Built embedded framework to share data between application and Today Widget by moving Core Data model into the framework, providing access to local storage database.
- Refactored database layer using protocols for reading from and writing to the database, creating flexible database that provided better separation of concerns.

CERTIFICATIONS

iOS Development Certificate, *CareerFoundry*   Jan 2019