Richard L Zarth III

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Apple Platforms Software Engineer
iOS, iPadOS, macOS, tvOS, watchOS

SKILLS

Programming Languages Swift, Objective-C, Kotlin, Java, Python, JavaScript, TypeScript
Development Platforms Apple Platforms, Vapor, Node.js, PostgreSQL, MySQL, MongoDB, NoSQL, Firebase
Apple-Specific Skills SwiftUI, UIKit, AppKit, Swift Concurrency, Combine, RxSwift, CryptoKit, Core Bluetooth, Core Data, Xcode Instruments, XCTest, Composable Architecture (TCA), Swift Package Manager, CocoaPods

EXPERIENCE

Doximity | Senior iOS Software Engineer | January 2021 - Present

- Develop and maintain an iOS/iPadOS app used by over 80% of all U.S. doctors, using Swift, UIKit, and SwiftUI
- Lead a four-person development team responsible for user networking features throughout the product
- Responsible for the maintaining, improving, and streamlining the interview project for potential candidates
- Rewrote and modernized the internal software development onboarding flow, documentation, and resources
- Play a key role in migrating architecture to Combine, Swift Package Manager, and Composable Architecture

SightPlan | iOS Software Engineer | July 2019 - January 2021

- Created new features using Swift and Objective-C for an iOS/tvOS multifamily home management app
- Lead localization strategy and effort by coordinating and adding Spanish language support throughout app
- Incorporated advanced frameworks such as Combine, RxSwift, Couchbase Lite, Crashlytics, and Mapbox GL

sndr | Software Engineer | August 2018 - June 2019

- Developed and maintained iOS (Objective-C) and backend (Java) applications for an end-to-end encryption platform that supported messaging, media encryption, large file transfers, and secure cloud file storage
- Improved daily processes for code reviews, software security, user privacy, and developer documentation
- Worked directly with clients and business teams to improve the product's features and aid awareness

HostDime | Junior Systems Engineer | October 2017 - June 2018

- Developed new features for a proprietary, large-scale global data center management software suite
- Worked closely with management to incorporate modern Agile and Scrum software development processes
- Quadrupled application's overall automated unit test coverage from below 20% to over 80% using PHPUnit

EDUCATION

University of Central Florida (2019) **Major:** Computer Science (B.S.) **Minor:** Secure Computing & Networks

PROJECTS

Down to Chill An iOS app that uses a Vapor backend and Cloud Firestore to create a user experience allowing friends to stay connected and communicate with a custom messenger and push notifications
Kagi An iOS app and Vapor API that compose a privacy-focused, end-to-end encrypted shared digital password vault built using programmatic UIKit views, CryptoKit, Combine, Keychain, and XCTest
Lead the Way An indoor navigation iOS app for the visually impaired, written in Swift using Core Motion and custom algorithms requiring no GPS or external devices, using a Vapor backend (Senior Design project)
Musū An iOS frontend using AWS's text- and image-recognition machine learning paired with a PHP backend
Plus Plus A counter app for watchOS using SwiftUI, Combine, watch complications, and local storage
Really Simple Arcade A collection of retro games for iPhone, iPad, and Mac built using SwiftUI and UIKit
Taipu A SwiftUI watchOS Pokémon type checker app with haptic feedback and Digital Crown integration
Work Safe Zones Developed principle iOS MDM app integrating MicroMDM, Core Bluetooth, and Firebase

COMMUNITY

Involvement Mentor for Underdog Devs, Co-organizer and presenter for UD Xcoders meetup
Open-Source RZExtensions (Swift), Swift Algorithm Club (Swift), Xi Editor (macOS)