

Richard L Zarth III

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

SOFTWARE ENGINEERING SKILLS

Programming Languages: Swift (6 yrs), Objective-C (5 yrs), Java (5 yrs), C (4 yrs), JavaScript (3 yrs)
Development Platforms: Apple Platforms, Vapor, Node.js, PostgreSQL, MySQL, MongoDB, NoSQL, Firebase, Sketch
Apple-Specific Skills: UIKit, SwiftUI, AppKit, WatchKit, Auto Layout, Combine, RxSwift, XCTest, CryptoKit, Xcode Instruments, Core Bluetooth, Core Data, AVKit, Swift Package Manager, CocoaPods

PROFESSIONAL EXPERIENCE

 **SightPlan | Orlando, FL | iOS Software Engineer | July 2019 - Present**

- Develop and maintain iOS, iPadOS, and tvOS apps designed to build and manage multifamily communities
- Create new features using Swift and Objective-C to enhance the experience of over 10,000 monthly users
- Incorporate advanced frameworks such as Combine, RxSwift, Couchbase Lite, Crashlytics, and Mapbox GL
- Utilize many industry-leading tools such as XCTest, Xcode Instruments, LLDB, Sketch, Jira, and Fabric
- Team-based projects with focuses in coding best practices, realtime databasing, and on-device caching
- Lead other iOS developers by mentoring, teaching, and helping to improve the department's efficiency

 **sndr | Orlando, FL | 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 development team to improve the product features and awareness

 **HostDime | Orlando, FL | Junior Systems Engineer | October 2017 - June 2018**

- Developed new features for a proprietary, large-scale global data center management software suite (for both internal and customer use) written in PHP 7 using the Zend web framework, Propel ORM, and MySQL
- 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 (May 2019) **Major:** Computer Science (B.S.) **Minor:** Secure Computing & Networks


 **Lead the Way** **Senior Project:** 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


CONTRACTED PROJECTS


 **Work Safe Zones** Developed principle iOS MDM application leveraging MicroMDM, Core Bluetooth, and Firebase


PERSONAL 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

 **Fast Track** A macOS AppKit and SwiftUI task-tracking menubar application using Core Data, CloudKit, and a login launcher with a focus on reusable components, keyboard shortcuts, and a global hotkey

 **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

 **Musü** An iOS frontend that leverages Alamofire, Cloudinary, CocoaPods, Keychain, and AWS machine learning (using Comprehend for text and Rekognition for images) paired with a custom PHP API

 **Taipu** A watchOS SwiftUI Pokémon type checker app with haptic feedback and Digital Crown integration

ADDITIONAL EXPERIENCE

iOS Community Involvement Co-organizer and presenter for [iOS Orlando](#) meetup (2,000+ registered members)
Topics: Swift 5.0, Swifty Algorithms, CryptoKit, SwiftUI, Combine, and more

Open-Source Contributions [Xi Editor](#) (macOS), [Swift Algorithm Club](#)