

# Adam Ahrens

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## SUMMARY

I'm a Senior Mobile Engineer (iOS & Android) with 13 years of experience working on applications at large corporations, all stages of startups, and personal applications. My highest priorities are making data driven decisions, writing elegant & maintainable code, pushing the boundaries of innovation in the mobile ecosystem, and delivering stunning applications that improve a person's life.

## WORK EXPERIENCE

### iOS Senior Software Engineer — Bank of Oklahoma, Remote

SEPTEMBER 2022 - PRESENT

- Expanded unit test coverage from 4% to 30% to prevent bugs from reaching customers
- Led investigation of Github Copilot & OpenAI for enhancing developer productivity
- Mentored three junior engineers on CoreData and Protocol Oriented Programming to thrive in new app architecture
- Lent expertise & support to the Android development team during crucial releases, despite it not falling directly within my designated responsibilities

### Mobile Senior Software Engineer — OneTapAway, Minneapolis, MN

FEBRUARY 2020 - FEBRUARY 2024

- Built app foundation with SwiftUI NavigationStack for easy routing & async/await for networking layer
- Created generic composable info screens that allowed caching support of JSON with SwiftUI & SwiftData
- Built NFC card reading from Adyen POS Terminal to acquire Disney Resorts as a client
- Established AWS mqtt send & receive messaging to tablet for easy resident package pickups in both iOS and Android

### Mobile Software Engineer — Foodsby, Minneapolis, MN

JULY 2020 - FEBRUARY 2022

- Converted Android & iOS mobile payments from Heartland to Stripe while preventing rollout issues
- Built new user location confirmation with CoreLocation for a faster onboarding experience
- Fixed critical bugs on Android that prevented multi selection in food order flow by upgrading to v2 endpoint & building custom expandable view

### Engineering Manager — When I Work, Minneapolis, MN

OCTOBER 2018 - FEBRUARY 2020

- Orchestrated experiment cycles for six person team to focus on improving revenue, faster onboarding, and monetizing underutilized features
- Collaborated with Data Team to analyze experiment cycle results with python & SQL, resulting in prioritization of features that maximize revenue & user satisfaction

- Developed 3rd party relationship & architecture of LaunchDarkly testing framework that allowed us to run deterministic experiment cycles

## **iOS Senior Software Engineer—When I Work, Minneapolis, MN**

SEPTEMBER 2016 - OCTOBER 2018

- Built enum driven dynamic form with RxSwift & MVVM for adapting to underlying model changes
- Executed experiments with LaunchDarkly for a faster and passwordless onboarding experience
- Participated in innovation sprint to incorporate GraphQL for smaller JSON payloads & CoreML that parsed plain text work schedules in order to reduce onboarding time

## **iOS Senior Software Engineer—SmartThings, Minneapolis, MN**

DECEMBER 2014 - OCTOBER 2018

- Architected onboarding with Swift & State Restoration to ensure hub setup was successfully registered
- Rewrote Today widget to use UICollectionView & UICollectionViewDataSource in a single day
- Laid foundation for localization & added tests to ensure localized keys were used to expand into spanish speaking homes
- Added vendor VideoKit library & NSNetServiceBrowser for low latency in-home streaming

## **Owner—Appsbyahrens, Saint Paul, MN**

SEPTEMBER 2013 - Present

- Built FindWord application with RxSwift, Realm, NSOperationQueue, and NSPredicates to supplement word games
- Added In-App purchase with StoreKit to keep app at no-cost for users
- Designed, developed, and deployed Appsbyahrens website with Ruby on Rails, GitHub, and Heroku

## **ADDITIONAL EXPERIENCE**

### **iOS Senior Software Engineer—Thomson Reuters, Eagan, MN**

JULY 2013 - DECEMBER 2014

- Responsible for adding NSFetchedResultsController to manage a large data set of attendees & events
- Added in custom UIViewControllerTransitioning to expand the conference map to a large scrollable view

### **Associate Technology Coach—Thomson Reuters, Eagan, MN**

MAY 2012 - JULY 2013

- Decreased Selenium testing suite from 8 to 5 hours with Page Object Pattern to allow QA team to analyze quicker
- Built a Ruby on Rails JSON API to allow nightly uploads of MSTest results to provide an ongoing timeline of test results

### **iOS Software Engineer—Flee From Reality, Saint Paul, MN**

JUNE 2011 - AUGUST 2011

- Incorporated WeatherBug XML Api for accurate MN State Fair weather

- Used sqlite3 to parse a bundled database of MN State Fair attractions and transform them into CoreData that allowed fair goers to quickly search and favorite attractions

## **Co Founder—Old Growth Games, Saint Paul, MN**

MAY 2019 - PRESENT

- Added in GameCenter support & simple computer player for Pazak game built in SwiftUI
- Built generic board game layout support in visionOS for tabletop game

## **Co Founder—SwiftMN Meetup, Minneapolis, MN**

SEPTEMBER 2016 - APRIL 2020

- Provided overall direction and leadership to the group by planning relevant sessions and speakers to attend the Twin Cities SwiftMN Meetup
- Prepared and presented talks related to Protocol Oriented Testing, adaptive persistence layer with Realm & CoreData, utilizing generics with UITableViewDataSource

## **SKILLS**

iOS - Swift, Objective-C, SwiftUI, UIKit, CoreData, CoreLocation, Combine, RxSwift, async/await, visionOS

Android - Kotlin, Jetpack Compose, Coroutines, ConstraintLayout

Web - Ruby on Rails, React.js, HTML, Javascript, CSS, SASS, JSON, REST

Data Science - python3, SQL, numpy, pandas

CI/CD & Version Control - TestFlight, Google Play Store, CircleCI, Bitbucket, GitHub

## **EDUCATION**

### **Iowa State University, Ames, IA—*Bachelor of Science—Computer Engineering***

AUGUST 2005 - MAY 2010