

# ETHAN HUMPHREY

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Digital Portfolio: [ethanhumphrey.dev](http://ethanhumphrey.dev)

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## SKILLS

### Languages:

Swift, C, C++, C#,  
Objective C, Java

### Frameworks:

SwiftUI, UIKit,  
XCTest, Combine,  
AVPlayer,  
AVFoundation,  
CoreData, SpriteKit

### Platforms:

iOS, iPadOS,  
macOS, watchOS,  
Android

### Tools:

Xcode, Xcode  
Cloud, DocC,  
Instruments

### Architectures:

MVC, MVVM,  
VIPER

### Other:

GraphQL, REST

## EDUCATION

### Rutgers University

New Brunswick,  
NJ

- Class of 2023
- 3.91 GPA
- B.S. in Computer Science
- Minor in Business Administration

## EXPERIENCE

### Rapptr Labs

#### Senior iOS Architect (March 2023 - Present)

- Led research and development on internal initiatives aimed at improving stability and efficiency of projects company-wide
- Developed rigorous new testing solutions for production applications
- Designed a simplified server driven UI framework
- Diagnosed and resolved performance issues in production applications

#### iOS Engineer (May 2022 - March 2023)

- Engineered an original data architecture which led to company-wide process improvements
- Pioneered new documentation standards using DocC
- Led development of an app and mentored fellow engineers
- Implemented a CI/CD pipeline (Xcode Cloud) across multiple projects
- Advocated for and pioneered the use of unit tests (using XCTest) across all projects

#### iOS Engineer Apprentice (May 2021 - May 2022)

- Developed reusable Swift packages for common features across projects
  - Created VelociPlayer, an open-source AVPlayer sub-class utilizing Combine
- Orchestrated a major refactor to legacy codebases
- Managed and onboarded new developers

#### iOS Engineer Intern (May 2021 - September 2021)

- Corresponded with clients to convey issues and receive feedback on products
- Contributed toward numerous projects including both new and legacy codebases
- Learned new technologies at an accelerated rate to better contribute to new projects
- Undertook Android projects to maintain company productivity while hiring for relevant openings was still underway

### Independent App Developer (April 2015 - May 2021)

- Developed, tested, and published iOS and Android apps for over 6 years
- Designed detail-oriented intuitive user experiences
- Integrated third party API's, such as Firebase, AdMob, and WordPress
- Implemented features based on user feedback and beta testing
- Utilized version control using Git and GitHub to share code and collaborate
- Apps Released: Run Mapper, Assigned!, Spendance, Saltus Student

## ACCOMPLISHMENTS AND AWARDS

### WWDC 2020 Apple Swift Student Challenge Winner

(Apple's Worldwide Developer Conference)

- Created unique game in SwiftUI using Swift Playgrounds
- Selected from a global applicant pool that produced only 350 worldwide recipients

### WWDC 2018 Apple Scholar

- One of only 350 students chosen worldwide
- Developed a unique award-winning SpriteKit game using Swift Playgrounds.