Jared Cassoutt

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EXPERIENCE

iOS Software Engineer June. 2021 - Present
eBay Inc. | Portland, OR
- Increased code coverage through the process of refactoring old Objective-C code to Swift and writing new unit tests
- Collaborated with backend engineers to deprecate an old API and replace it with a new API that increased app efficiency
- Modularized the codebase to save up to 50% on project build times and test run times

iOS Software Engineer Apr. 2021 - Present
Styvio | Waco, TX
- Built iOS application that currently provides 1000+ users with up-to-date investing information to help improve trading
- Coordinated with backend engineers to build, implement and improve security on 30+ APIs used throughout the app
- Gained experience with ARKit, Local Notifications, JSON Parsing, Spotify SDK, and MVC Architecture

Software Engineering Lead Aug. 2020 - Dec. 2020
L3Harris Technologies | Waco, TX
- Developed application to scan and measure hole patterns and measurements on aircraft with ±0.01 inch accuracy
- Used Python modules, OpenCV and Tkinter to build easily understood and responsive user interface
- Produced detailed documentation for manufacturability, usability, and continuous improvement

Mobile Software Engineering Intern May 2020 – Aug. 2020
Huck Adventures | Boulder, CO
- Utilized Flutter SDK, Dart, and Android Studio to adapt company's current mobile application
- Collaborated with UI/UX teams using Slack and Jira to produce 6 new interface screens
- Led teammates in daily scrum meetings and wrote technical documentation for intern onboarding

iOS Software Engineer Jan. 2020 – May. 2020
Bittersweet Cookies| Waco, TX
- Collaborated with founder to build iOS application for incentivized customer retention mobile ordering
- Enhanced user experience with threading using an asynchronous queue for customer orders
- Integrated technologies such as Stripe, Cocoa Framework, Firebase, Core Data, and Push Notifications

EDUCATION

Baylor University | Bachelor of Science in Mechanical Engineering May 2021
- Minor: Mathematics
- Relevant Coursework: iOS Development, Algorithms and Data Structures, Introduction to Computer Science

PROJECTS

- **Walls Bounce Game:** built a game available on the Apple App Store using SpriteKit to strengthen my understanding of Swift topics such as automatic reference counting and protocols.
- **Group Chat Media App:** produced iOS mobile application with Firebase backend allowing users to create an account and join or create password protected group chats with other users
- **Restaurant Recommendation App:** made an iOS mobile application using MapKit and Core Data to provide random recommendation on where based on location and previously favored choices
- **Mobile ASL Translator:** built an iOS application using CreateML that uses a ML Model for object detection to translate the ASL alphabet

SKILLS

Swift • Objective-C • Python • Dart • Xcode • Flutter • Firebase • SQL •
CoreML • Core Data • XCTests • MVC/MVVM Architecture • Git/Github