Joshua Grant

iOS Engineer

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Austin, TX, USA

Hi! I'm a talented software engineer and tech lead with a comprehensive history in iOS development. I've built performant and reliable apps tailored to various business models, from scrappy startups to international corporations.

Core Skills

Swift, Objective-C, Xcode, UIKit, CoreData, Sketch, DataDog, Crashlytics, Figma, Git, Bluetooth, Animation, Amplitude, Tuist, App Store Connect, Lokalise, Iterable, Metal, SpriteKit, AVKit, HealthKit, StoreKit

Education

Georgia State University
Jan 2017 - May 2017
Non-degree Philosophy

University of Denver
Apr 2014 - Jun 2014
Non-degree Computer Science

Languages

English *(Native)*
French *(Limited Working)*

Interests

Piano, French, Travel, Writing, Graphic Design, Guitar, Veganism

Work Experience

Senior iOS Engineer   Aug 2021 - Present
Sense Labs | *Remote (Boston, MA)*

- Led 7 cross-functional developers to internationalize Sense's entire tech stack (web, platform, iOS, and Android) using Localize
- Modernized the iOS codebase by initiating the migration to SwiftUI, Tuist, SPM, and XCTests
- Tech lead on mission-critical features such as Watt Check, Predictive Cost, and Home Survey

Lead iOS Engineer   Aug 2019 - Nov 2020
Neybox Digital | *Remote (Cyprus, Greece)*

- Effective communication with an international team to rewrite Pillow Auto Sleep Tracker in 9 months
- Ensured flexible healthcare privacy with GDPR-compliant data controls

Freelance & Tutoring   May 2016 - Jul 2019
Self | *Marcq-en-Baroeul, France*

- Published Seedling and absOrby on the iOS App Store
- Tutored students at Stanford, UC Santa Barbara, and SUU

iOS Engineer   Feb 2015 - Feb 2016
InterContinental Hotels Group | *Atlanta, GA*

- Maintained the IHG hotel booking application with an average daily user base of 500,000
- Developed an integration to open Onity locks with Bluetooth

Junior iOS Engineer   Dec 2013 - Nov 2014
Deloitte Digital | *Denver, CO*

- Led development of a Medicaid portal application for Colorado
- Implemented custom animations by prototyping with Processing

iOS Internship   May 2012 - Oct 2013
InspireSmart Solutions | *Denver, CO*

- Wrote ZipTimeClock, an employee time-tracking tool for iPad
- Helped maintain the InspireSmart point-of-sale application

Projects

absOrby   Jan 2021 - Apr 2021

A physics-based arcade game inspired by agar.io written in SpriteKit and UIKit. 508 downloads and 5 star rating.

Seedling Daily Planner   Sep 2019 - Jan 2020

A to-do list, calendar, and habit tracker app implemented for iPhone and iPad. 104k downloads and 4.4 star rating.