Sean Machen

iOS Engineer

Sean Machen
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Skills

Software Engineering, iOS Development, Swift, MVVM-C, UIKit, MapKit, CoreLocation, Remote Notifications, CocoaPods, RealmSwift, Moya, Unit Testing, UI Testing, Ruby, API Design, XCode, Git, Heroku, Amazon S3, Bash, Vim, Scrum, Verbal and Written Communication, Teamwork, Self-Motivation

Experience

Clutter / iOS Engineer
July 2017 - March 2020, Culver City, CA

Interest lead for the Field app which was responsible for managing field operations. Built and maintained numerous features for Clutter's enterprise apps and CocoaPods, and reviewed PRs for other engineers. Worked with platform engineers on API design. Ticketed iOS and platform work at the beginning of each sprint. Head of the UX Guild before there was a design team. Reviewed specs with product managers and fellow engineers. Interviewed and mentored junior engineers.

Clutter / Associate Software Engineer
July 2016 - July 2017, Culver City, CA

Mentored by senior engineers in iOS development. Built features for Clutter's enterprise warehouse management app. Co-managed tech support channel. Helped manage a fleet of 200+ iPhones using Apple's DEP program and SimpleMDM.

Education

CSU Channel Islands / B.S. Computer Science
August 2012 - May 2016, Camarillo, CA

Minors in Computer Security Systems Engineering, Game Design and Development, and Math

Projects

Fish Fetcher/ Android App
May 2015 - August 2015, Redondo Beach, CA

Android App that I built as a personal project using the GameMaker engine. Used AdMob to generate ad revenue. Designed all algorithms for the project and created the game's artwork.

Interests

Animals, Rock Climbing, Mobile Development, History, and Video Games