Mat Mullen

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SUMMARY

Software engineer with a background in UI applications and design. Coupling current technologies with best practices to create solid native app and website experiences. Appreciates complex products comprised of simple, clean components.

8+ years of experience in software application development, with contributions to several live iOS apps and websites. Additional experience as an independent iOS developer.

EXPERIENCE

IOS ENGINEER, APPLE
APRIL 2022 — PRESENT

- Designs, implements and maintains engineering solutions of the Apple Support app as well as other Apple organization initiatives.
- Collaborates closely with cross-functional engineering teams to produce production quality software through fast-paced iterative development cycles.
- Partners with many teams at Apple to deliver best-in-class features.

SOFTWARE ENGINEER, OUTDOOR VOICES
MAY 2018 - MAY 2022

- Developed OV iOS app (SwiftUI/Firebase/Fastlane/CircleCI)
- Prototyped and maintained enterprise iOS apps for prospective business needs (loyalty app, events/community exploration app)
- Developed tooling for aggregating APIs and middleware: Django/Python + GraphQL
- Built internal OV activity tracker app Hearts & Stars

ENGINEER III, MUTUAL MOBILE
JAN 2017 - MAY 2018

- Mentored junior developers
- Ownership of multiple client app projects/features
- Developed bridging technologies for exposing native features to hybrid applications (Cordova/React Native plugins, Objective-C Swift bridging)
- Primary tech stack: Swift/ JS(React Native), Next JS , webpack, Node

ENGINEER II, MUTUAL MOBILE
SEP 2015 - DEC 2016

- Developed hybrid applications via native web-view wrappers in iOS/android
- Proficiency with CI/build tools build tools (Fastlane, CircleCI, bamboo)
- Primary tech stack: AWS/Cloudfront, Firebase, Varying Front End Languages (Objective-C/Java/ Cordova/ReactJS)

SOFTWARE DEVELOPER INTERN, MUTUAL MOBILE
JUN 2014 - AUG 2015

- Developed front end applications for various agency clients
- Assisted team in delivering working binaries with minimal bugs in a timely manner
- Practiced agile methodologies and software development cycles

TECH SUPPORT, APPLE
MAY 2013 - SEP 2013

- Supported customer Mac/iOS IT issues during college summer 2013.

INDEPENDENT IOS DEVELOPMENT

DASH
SUMMER 2020 - PRESENT

- A dial based productivity app for managing various time related tasks
- Built with SwiftUI featuring home screen widget, calendar integration, and push notifications
- Live now in the App Store, learn more at dashclock.app

WAVES
WINTER 2021 - PRESENT

- A SwiftUI + combine based podcast client with an emphasis on straightforward design
- Current features include CoreData/CloudKit, CarPlay app, AppClip support, small/medium/large widgets, chapter marker support, clipboard detection plus more to come!
- Beta testing now on TestFlight with a launch target of Fall 2023, learn more at wavespodcast.app

MOWTOWN
SUMMER 2021 - PRESENT

- SwiftUI + SpriteKit lawn mowing 2D game, with 8-bit inspired visuals
- Beta test on TestFlight

EDUCATION

TEXAS STATE UNIVERSITY, SAN MARCOS, TEXAS
BACHELOR OF SCIENCE (BS), COMPUTER SCIENCE, ELECTRICAL AND COMPUTER ENGINEERING 2011 - 2015

SIGONELLA HIGH SCHOOL, SICILY, ITALY
DIPLOMA 2005 - 2009

SKILLS

Swift • SwiftUI • Concurrency • iOS Development • iOS Design • Web Development • Git • React JS • React Native • Firebase • C++ • Software Engineering Practices • Objective-C

HONORS & AWARDS

NOMINEE, HONOREE - THE WEBBY AWARDS 2015
YUBY, CHILDREN'S BANK APP (IOS/ANDROID)
APPS, MOBILE, AND VOICE EDUCATION & REFERENCE (HANDHELD DEVICES) 2015