Eric Ziegler

Sr. iOS Engineer

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Profile

I'm an iOS developer with 15+ years experience writing iOS and Mac apps. I have helped see dozens of apps from concept to App Store published.

While my passion is still writing code and building beautiful apps, I've come to gain new areas of interest. I've found a love for leading teams/projects and honing my graphic design skills, when possible.

Experience

Jan 2022 – Oct 2023

Five Pack Creative

Sr. iOS Engineer

- Petco App: https://apple.co/47t4nd6
- AirStrip ONE App: https://apple.co/47AOvW9
- Led a team in rebuilding an app from the ground up in SwiftUI
- Architected important frameworks, such as networking and deep linking
- Wrote automated unit tests and performed code reviews
- Helped rewrite Objective-C layers into Clean Architecture using Swift
- Assisted in writing the Apple Watch app hooking into Flutter codebase

May 2019 – Jan 2022

Batterii

Product Manager / iOS Engineer

- Missions App: https://apple.co/3SFqcII
- Vurvey App: https://vurvey.ai
- Handled video recording/playback, uploading/downloading, streaming.
- Learned some ARKit and how to place 3D objects into augmented reality
- Saw a need for leadership and stepped into Product Manager role
- Gathered requirements, led sprints, assigned tasks, reported velocities

Jan 2015 – Mar 2019

Independent Contracting

iOS Engineer

- FreeStyle Libre App: https://apple.co/47t4q8M
- Guided teams of various sizes and experiences, helping them see their ideas from concept to final product
- Used CoreBluetooth to handle communication with external devices
- Participated in all aspects of Agile lifecycle

Strengths

Swift / SwiftUI

I have lived in Xcode for years, and am very comfortable writing clean, organized code. I started in Objective-C, and moved to Swift in 2015. I am now proficient in building apps with SwiftUI. This enables me to work on apps of any age and architecture. Increasingly, I'm able to help guide junior developers as well.

Team / Project Management

As I've gained experience, teams have asked me to take on more of a leadership role from time to time. I enjoy being able to implement an Agile development system, gathering/assigning requirements, and running sprints/scrums.

End-to-End Apps

Through both contracting and my personal endeavors, I have become more than an iOS developer. I am able to build a full-featured app from scratch. This includes designing the UI/UX/graphics, building the database/API, coding the app, testing, and publishing it.

My Apps

Guess The Year Trivia Challenge *https://apple.co/3twJ9fY*
Trivia app built entirely in SwiftUI. Includes companion watchOS app.

Tier List - Rank Anything *https://apple.co/3junZKa*
Load images/text into categories and rank them with simple drag-and-drop functionality.

Decantable *https://apple.co/3SoTdOp*
Keep track of your wine inventory. Created everything from back end database to the UI/UX.

Skills

- SwiftUI / Swift / Objective-C
- Swift Package Manager / CocoaPods
- MVVM / MVC / Clean Architecture
- RESTful / GraphQL APIs

- Git / GitHub
- Automated Unit Testing
- Agile / Scrum / Kanban
- Figma / Adobe Illustrator

Education

2009 **Youngstown State University**
Bachelor of Applied Science - Computer Information Systems

LINKEDIN PROFILE

https://bit.ly/3gpEztc

APP STORE APPS

https://apple.co/3CRPfbn

UX DESIGN WORK

https://bit.ly/46fRTEu