Nealon Young

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Summary

I'm a product-focused iOS engineer, passionate about creating high quality, thoughtfully designed software while paying attention to the smallest details. I love working with teams of like-minded people to create products that delight users and have a positive impact on their lives.

Experience

Envoy · November 2018 - Present
Senior iOS Engineer
- Developed features for iPad sign-in kiosk app used by over 100,000 daily visitors in thousands of offices
- Ported a number of legacy components from Objective-C to Swift while implementing major improvements to app architecture
- Introduced tools to improve developer experience and efficiency, including SwiftGen/Sourcery for code generation, SwiftLint for linting, and FBSnapshotTestCase for image-based snapshot testing
- Created automated system for verifying analytics events generated during UI test runs
- Currently leading development of new employee-facing iOS application integrating current and upcoming Envoy products

Twenty · November 2016 - November 2018
iOS Software Engineer
- Worked on a small team building a location-based social networking app in Swift
- Developed a battery-efficient location tracking framework using Core Location and Core Motion frameworks
- Worked closely with designers and product managers to develop performant, responsive, and delightful custom user interfaces and interactions using Core Animation, Core Graphics, UIKit Dynamics, and other Cocoa frameworks
- Used Firebase, Realm, and RxSwift to synchronize real-time data and update interface components
- Wrote automation and deployment scripts using Fastlane and Jenkins

Westfield Labs · September 2015 - November 2016
iOS Software Engineer
- Developed features for the Westfield iOS application using Objective-C, including account management, product browsing, mobile food ordering, and in-app payments
- Led development of indoor mapping system using Core Graphics to style and render SVG floorplans, including map label placement and collision detection
- Integrated third-party mapping, payment, analytics, and indoor positioning SDKs
- Developed code-generated API client and Core Data model layer based on Swagger API definition
- Wrote unit, UI, and snapshot tests using OCMock, Expecta, FBSnapshotTestCase, and other testing tools

Questr · November 2013 - September 2015
Software Engineer
- Developed native iOS application for early-stage startup in Objective-C, using modern Cocoa technologies and frameworks, including Auto Layout, Core Graphics, View Controller transition APIs, and AFNetworking
- Integrated iOS application with Facebook and Twitter SDKs using login and content sharing features
- Worked on API server software using Node.js, Express.js, and Sequelize ORM, including development of RESTful API endpoints for communication between iOS/web application and server components

Education

University of California, Irvine
B.S., Information & Computer Science
Graduated June 2014

Projects

- **NYSegmentedControl** · Custom iOS user interface control developed using Core Animation, Core Graphics, and UIAccessibility APIs. Featured on CocoaControls website and received 1000+ stars on GitHub. Published on CocoaPods.
- **NYAlertController** · Open source library for showing customizable alert views on iOS. Received 500+ stars on GitHub. Published on CocoaPods.
- **HackerFeed** · Open source iOS client for Hacker News.

*More projects and other open source code available at **github.com/nealyoung***