

Milo Wyner

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Summary

I've spent the past few years studying and building beautiful and intuitive apps, with experience both shipping my own app and working as a software engineering intern. Empathy, speed at learning, and attention to detail are some of my best qualities.

Skills

- Languages - Swift, C, C++
 - iOS Frameworks - SwiftUI, UIKit, Combine, Core Data, Core Location, XCTest
 - Design patterns - MVC, MVVM, delegation
 - Networking - URLSession, Alamofire, REST APIs
 - Miscellaneous - Git source control, package managers (CocoaPods, SwiftPM)
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Experience

iOS Software Engineering Intern at Apance, August to October 2020

- Features - Layer editing frame, commenting interface, brush menu
- Accomplishments - Figured out how to convert trigonometric equations into code to correctly position layers on a moveable canvas; and modularized part of the code base
- Technologies used - Swift, SwiftUI, UIKit, Metal, Git

Sales Specialist at Apple, July 2019 to July 2020

Working in an Apple Store has given me new perspectives on how everyday people use iOS devices, which has informed how I design beautiful and easy to understand apps that anyone can use.

Will Robots Take Over Today? Published to the App Store, May 2019

- A fun weather app that tells you if robots will take over the world based on the weather conditions.
 - It features a sleek UI and with some clean animations.
 - Fetches and parses JSON data from the Dark Sky Weather API.
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Education

iOS App Development, June 2018 to Present

- iOS App Development Bootcamp by Dr. Angela Yu on Udemy
- Tutorials from apple.com, raywenderlich.com, hackingwithswift.com, swiftbysundell.com
- Textbooks such as Ray Wenderlich's Design Patterns by Tutorials, Matt Neuburg's iOS 13 Programming Fundamentals with Swift, and Paul Hudson's Testing Swift

Computer Science, September 2016 to June 2018

- Portland Community College, 3.78 GPA, President's List member
- Studied C/C++, Calculus, Data Structures, Algorithms, etc.