

Michael Ozeryansky

Experience

Senior iOS Software Engineer, Latch - June 2019 - August 2021

- Developing the iOS app core architecture with a focus on bluetooth using Swift
- Maintain security ecosystem using the keychain, certificate pinning, and secure practices
- Developed the independent watchOS 6 app using SwiftUI and Combine
- Continuously maintaining the Xcode Bitrise workflow builds and automated Jenkins CI/CD
- Work very closely with dedicated QA and Firmware teams on specialized projects

iOS Software Engineer, Level Home - July 2018 - May 2019

- Developed the iOS app to securely connect to IoT devices using Swift
- Worked directly with C based firmware running on a Nordic microcontroller
- Developed and improved custom BLE protocols and shared code libraries (Swift + C)
- Designed and developed Xcode Server and Jenkins CI automation connecting iOS apps and IoT devices

Fullstack Software Engineer, Speechify - November 2017 - Feb 2018

- Worked on the iOS and Mac apps using technologies including Swift, Node, Python, PHP, and more
- Created and maintained engineering development plans, bug tracking systems, and release practices
- Continuously developed and implemented new business strategies (startup)

Health Software Engineer, Apple - July 2016 - October 2017

- Worked on HealthKit, Health App, and the heath daemon within iOS
- Developed new synchronization API for multi source of truth databases
- Presented at WWDC 2017 "What's New in Health"
- Developed internal automation tools, coordinated the implementation of an organization level communication platforms, and participated in the advocacy towards bug free code

iOS Intern, StubHub - May 2015 - August 2015

- Designed a new iOS framework architecture in Objective-C for use by all the mobile teams
- Rapid iOS development in Swift to demonstrate new company initiatives
- Worked on a team in an Agile environment

Contract iOS Developer, MM System Corp - June 2012 - August 2015

- Developed a corporate iPad app for employees and contractors to manage projects and documents
- Implemented a collaborative whiteboard in OpenGL and custom syncing APIs in PHP and MySQL

Software Engineering Intern, UPS - May 2013 - August 2013

- Created custom SharePoint web parts in XSLT to optimize team communications
- Budgeted department projects in Microsoft Project

Web Developer, Freelance/Technomerics - January 2010 - May 2013

- Worked on many projects of all sizes, languages, and structures implementing novel features
- Modeled and managed databases for MySQL and PostgreSQL on Linux systems
- Implemented scripts for automatic backups to Amazon S3

Education

Georgia Institute of Technology - May 2016

Double Major in Mechanical Engineering and Computer Science, Threads in Devices and Intelligence

Skills

- **Languages:** Swift, Objective-C, JavaScript/Node, C, Python, PHP
- **Software:** Xcode, VS Code, Mongo, MySQL, PostgreSQL, Photoshop, AutoCAD, MATLAB, iWork
- **Experience:** Unix, AWS, Google Cloud, Firebase, Agile, Scrum, git, REST