

Kody Deda

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WORK EXPERIENCE

Pocket Radar

Santa Rosa, CA (Remote)

iOS Developer

May 2022 - Present

- Led development of new features in the app using SwiftUI & ComposableArchitecture.
- Developed features such as pitch charting, early access program, and slow-motion video capture.
- Designed & implemented dependency injection patterns for a computer-vision feature.
- Added test coverage for over 40 features using ComposableArchitecture.
- Simplified asynchronous logic with swift concurrency patterns like AsyncStreams & Async/Await.
- Modularized parts of the app using SPM packages.

Dealerware

Austin, TX (Remote)

iOS Developer

July 2021 - March 2022

- Helped maintain and fix bugs on a legacy UIKit / MVC codebase using a mix of storyboards and code.
- Worked with a diverse team of designers, engineers, and product managers to develop mobile features.
- Actively participated in team meetings, code reviews, and all other Agile development processes.
- Scheduled, planned, and tracked sprints using team-management software such as JIRA & Confluence.
- Maintained version-control and continuous-integration pipelines with Github, FastLane, and CircleCI.

PERSONAL WORK

Peg Puzzle Classic

[AppStore](#) • [Github](#)

The classic peg-game found in restaurants across the United States, recreated for iOS, iPadOS, and macOS, with modern UI / UX design. Designed in Figma, developed with SwiftUI. The game is won by leaving only a single peg remaining after all possible moves have been exhausted.

Guitar Tuner

[AppStore](#) • [Github](#)

Guitar & Bass tuner with support for various instrument tunings, powered by SwiftUI, Composable Architecture, AVFoundation & SoundFonts. The app was developed as a simple way to tune musical instruments, without ads or any other distractions.

Website

[AppStore](#) • [Github](#)

Personal web portfolio developed using NextJS & Tailwind CSS. The website was developed to showcase my personal work and professional achievements.

EDUCATION

University of North Carolina Wilmington

Spring 2019 - Fall 2022

Bachelor of Computer Science

Cape Fear Community College

Spring 2016 - Fall 2018

Associate of Science

SKILLS

Swift, SwiftUI, XCode, Git, Combine, CoreData, Firebase, JIRA, Slack, Figma, ComposableArchitecture, TCA, MVVM, MVC, CI/CD, Test-Driven-Development, TDD, APIs, REST, GRDB, SQLite, Supabase, DependencyInjection, AVFoundation, Structured Concurrency