

Adam Tecle

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EDUCATION

- **Rutgers University** New Brunswick, NJ
Bachelor of Science in Computer Science *Sep 2011 – May 2015*

EXPERIENCE

- **GameChanger (acquired by Dick's Sporting Goods)** New York
Software Engineer *Mar 2018 - February 2019*
 - **Team Manager:** Developed several features on iOS, Android, and web for Team Manager as an engineer on a cross-functional product team.
 - * Built reaction functionality in messaging on iOS and contributed to development of the UI on Android. On iOS, implemented a seamless custom UIViewController transition.
 - * Architected and built video sharing functionality in messaging on iOS. Involved defining technical requirements, creating new endpoints in Node.js backend, building new UI components, and building a generic frontend caching solution.
 - * Helped launch first web feature for Team Manager that allows users to create their team rosters online. Participated in full SDLC and built functionality across iOS, Android, and web platforms. Self-learned React, Redux, RxJS, and other web technologies.
 - * Wrote and executed one time scripts in production to fix bugs affecting users.
- **Prolific Interactive** New York
iOS Engineer *Feb 2017 - Feb 2018*
 - **SoulCycle:** Developed several new features and refactored legacy code for SoulCycle's iOS app.
 - * Developed an onboarding flow that increased user retention by 6%. Uses custom UIViewController transitions.
 - * Helped rebuild the class search functionality for an improved user experience. Defined a flexible architecture, built caching functionality for applied filters, developed reusable UI components, and wrote unit tests.
 - * Rebuilt dashboard UI in Interface Builder and in code to easily support dynamic content and adhere to Auto Layout best practices.
 - * Built a sleek loading shimmer animation in "Find a Class" tab as a reusable CALayer extension.
- **Freelance** Princeton, NJ
iOS Engineer *Sep 2015 - Dec 2016*
 - **Code Cygnus:** Developed new features for a variety of health/fitness applications. Architected and built entire iOS app for Copernicus Health, a diabetes tracker app.
 - **KidsTrade:** Developed features and implemented bugfixes for a marketplace app built by an early stage startup. Worked closely with product, design, and backend team to spec, develop, and QA the mobile product.

SIDE PROJECTS AND OPEN SOURCE

- **Tomato Timer:** A free, open-source pomodoro app with a clean and modern UI. Built with RxSwift and ReactorKit.
- **Bibliio:** An iOS app written in Swift designed to help users track reading habits.
- **ATCircularProgressView:** A Cocoapods and Carthage compatible circular progress view for iOS.

SKILLS AND INTERESTS

- **Languages:** Swift, Objective-C, Java, Kotlin, TypeScript, Ruby, HTML/CSS
- **Technologies/Tools:** ReactiveX, fastlane, Realm, SnapKit, Moya, React, Redux, Redux Observable, vim
- **Interests:** UX design, animation, functional programming, systems design, React Native, Elixir