Owen Voorhees

EMAIL owenvoorhees@gmail.com | Web owenvoorhees.com | GitHub github.com/owenv **Skills**

- 11 years of experience developing iOS and macOS applications
- Extensive Swift, C, and Objective-C experience on Apple platforms
- Compiler development experience using C++ and Swift
- Experience designing and developing backend APIs for mobile clients

Education

UNIVERSITY OF CALIFORNIA BERKELEY B.S., ELECTRICAL ENGINEERING AND COMPUTER SCIENCE, 3.89 GPA

Work Experience

SOFTWARE ENGINEER, FIELDWIRE

- Maintained the Fieldwire iOS app as part of a small, agile team
- Contributed complex features like a new task status UI and magnifying glass to improve drawing precision on documents and plans
- Improved app performance by more than 20x for users with large ongoing projects and reduced crash rates.

SOFTWARE ENGINEERING INTERN, YELP

- Developed new features for the Yelp iOS app and maintained existing functionality
- Helped improve and codify development practices of a rapidly growing team
- Designed new alerting systems to enable real time detection of system outages
- Developed new backend APIs to support features launching across multiple platforms

FIELD DIAGNOSTICS ENGINEERING INTERN, APPLE

- Developed new iOS hardware diagnostics and helped maintain existing tools
- Wrote software to test functionality of external hardware from a host machine
- Applied machine learning algorithms at scale to diagnose hardware failures
- Worked with cross-functional teams to build tools meeting key business requirements

Other Experience

OPEN SOURCE CONTRIBUTOR, SWIFT COMPILER

- Authored and implemented Swift evolution proposals <u>SE-0276</u>: Multi-Pattern Catch Clauses and <u>SE-0284</u>: Allow Multiple Variadic Parameters in Functions, Subscripts, and Initializers.
- Restructured the Swift compiler's diagnostics pipeline so error messages can carry richer semantic information, including new compiler-integrated documentation resources
- Contributed to the design and implementation of the new Swift compiler driver

INDEPENDENT APP DEVELOPER, SQUIBNER LLC

• Developed iOS applications as an independent developer

(MAY 2018 - PRESENT)

BERKELEY, CA MAY 2020

(MAY 2018 - MAY 2020)

(MAY 2019 - PRESENT)

(2009 - 2018)

(MAY 2017 - DEC 2017)